PRIMA'S OFFICIAL STRATEGY GUIDE

VANDAL-HEARTS® II

Detailed Enemies, Weapons, & Armor Tables!

Chip Daniels
Elizabeth M. Hollinger

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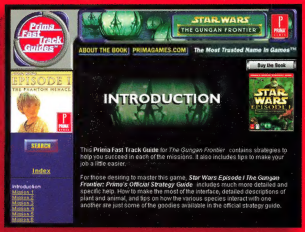

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Prima's Official Strategy Guide

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Part One: Introduction

Welcome to the world of *Vandal Hearts II*, the latest and greatest strategy role-playing game from *Konami.* All your favorite elements from the original *Vandal Hearts II,* are back, along with the new "Dual Turn System" combat interface for that extra challenge.

A Strategy RPG

*Vandal Hearts II,*is considered a *strategy* RPG or S-RPG. An S-RPG differs from *traditional* RPG games because more of the gameplay emphasis is on the battle interaction. People compare an S-RPG to a game of chess. Although this is somewhat accurate, there is much more to the game. The story line still plays a major role, but the player is typically less involved in its development. The story takes place in cutscenes or "event sequences" inserted between battles with little or no interaction with the player.

Vandal Hearts II incorporates most of the standard S-RPG features, but it also evolves the genre with a challenging innovation. The Dual Turn System combat interface is tricky to master, but it adds new depth to gameplay. This system allows the player's units and the enemy units to attack at the same time. Another interesting aspect is the ability to customize your weapons using "techniques." This provides an additional layer of depth to the game, not to mention a broader range of battle tactics.

Perhaps the greatest aspect of this game is the six unique endings. Choices the player makes during the event sequences between battles affect the outcome of the game.

Combine all this with a healthy mix of optional (secret) battle maps and items, and you've got yourself one great game. Good luck, and enjoy!

The Story Begins...

"In the Holy Year 986, Lagore, the King of Natra was assassinated by his wife, Queen Agatha, and her lover, Cardinal Ladorak.

Having installed the infant Prince Franz as the new king, Queen Mother Agatha appointed Cardinal Ladorak as the premier. Together, they assumed control with an iron fist, eliminating all opposition.

Ladorak's oppressive rule was enforced by an elite troupe of knights. Using torture, deception, assassination, and informants, the knights ruthlessly crushed all opponents."

Using this Guide

Hero's Name

As with most RPG games, *Vandal Hearts II* allows you to name the main character. The manufacturer named the main character Joshua. Most players use their own names, however, so we'll refer to the main character simply as "Hero."

Chapter Breakdown

This strategy guide has five parts. The first two parts get you familiar with the game. The "Introduction" introduces the concepts behind S-RPG games and sets up the story. Part Two provides basic gameplay information and strategies for success.

"Using this Guide" is the meat of the guide. You'll find battle walkthroughs for all 55 standard battle maps to get you up to the game's ending. It also summarizes the event sequences found in between each battle. Use this part of the guide to plan strategies before you enter the battlefield. Pay close attention to the Battle Stats section where you'll find, among other valuable information, the techniques each enemy brings into the battle. Use this information to decide what techniques, weapons, or items you'll need to defend yourself. Trust me, you don't want to get caught in a Sleeper technique without some way to counteract the effects.

In the fourth and fifth parts of the guide you'll find appendices of the items, armor, weapons, and skills available in the game. You'll also get the skinny on the secret maps scattered throughout the various battlefields. In addition, for die-hard players, you'll find info on obtaining the six different endings to the game.

Battle Walkthroughs

The battle walkthrough chapter usually follows this format:

- Interlude
- Battle
- Situation
- Strategy
- Afterward

The Interlude section covers the event sequences that take place between each battle. You'll find a summary of the event sequence and general directions and advice for the area of the game you're in. In addition, it covers the decision points that affect which ending you'll receive. Occasionally there is no need for an Interlude section between battles. Usually this occurs because no event sequence takes place and you are thrown into another battle.

The Situation section discusses the events leading up to the battle. It's a good way to remind yourself what's going on.

The Strategy sections give you in-depth info from the battlefield. The Battle Stats section reveals any hidden items and also gives you a rundown of the enemies. You'll discover what techniques they use, the weapons they've equipped, and all their statistical information such as weight, agility, etc.

The Afterward section deals with the events that take place immediately following the battle. On occasion, this section does not appear because you are thrown right back into an event sequence. If this the case, you'll see an Interlude section instead.

Parts of Battle

To be successful, you must go through these motions during every battle:

- Equipping
- Positioning
- Predicting
- Attacking
- Winning

Equipping Your Party

Before each battle, inspect your party's equipment. Head for the nearest city and look at what's available in the shop. Typically, you'll find at least one new item every couple of battles.

Also decide which techniques to take onto the battlefield. Inspect the Battle Stats section of the battle you are about to fight. If most of the enemies are strong against ice, and most of your characters use ice in their attacks, consider switching to fire. On the other hand, maybe the spell casters are loaded down with status spells such as Minimizer or Sleep that you'll need to counter.

Positioning Your Team

Positioning your team just before the battle begins is a crucial step. It may seem trivial, but it can really save time and give you the extra edge. Think about such things as height, terrain, and defense for each team member. Obviously, weaker members (such as archers or spell casters) should be placed behind your stronger characters.

Predicting

Because this game features the Dual Turn System, you must predict where the enemy is likely to move. Keep the following in mind:

- *The enemy targets opponents with low HP.*
- *The enemy prefers to attack from the side rather than the front, and the back rather than the side.*
- *The enemy prefers to attack from higher ground.*

Using this formula, you can usually determine the next move of the enemy. It can get complicated when there are multiple targets, but most of the time it works fine.

Attacking the Enemy

While the bulk of your time during battle is spent either planning or attacking, some time is also spent reacting. The enemy may not always do what you expect. You may have to modify your tactics or use a trick or two to achieve the most favorable result.

When attacking, pay close attention to the environment. Gather as much information as possible and attack with a plan. Consider:

- *Is an enemy close to defeat? Systematically destroy your opponents. Continue to hit the same enemy on the same turn until he or she is defeated. That way, there's one less enemy to attack you during the next turn.*
- *Has the enemy you want to attack taken its turn yet? If it hasn't, it may move after you issue the attack command. You may wind up attacking nothing but air.*
- *Is there a large group of enemies standing near each other? If so, you can use techniques with a large field to attack the whole group. This is easiest on the opening turn of a battle, when the enemies are usually lined up near each other.*
- *Are there wounded allies who require healing? If your ally has enough HP, you can let him go without healing for a few rounds. However, if the ally is in danger, heal him rather than attacking—even if the attack would finish off the enemy. Better safe than sorry.*
- *Is your ally in a compromising position? Remember the rules that govern the way the enemies behave. Even if your guy has no enemy to attack, move him to a safe position. Keep his back covered and watch the enemy's move area to be sure you've moved him where the enemy can't reach.*

Victory/Defeat

The last part of a battle does not require much on your part. All you do is issue the finishing blow on the last enemy. Or, on some rare occasion, they issue the finishing blow on Hero.

After the battle, you'll see what kind of a reward, or how much "booty," you receive. You get a set amount of booty for completing the battle, however it's dependent on the number of enemies you kill. Some battles require you to kill only the boss. On those occasions, the amount of booty is based upon how many enemies were left.

You also find out how much of a "perfect bonus" you'll receive. You receive a perfect bonus for winning the battle *without* losing any of your team. This bonus tends to vary as well, but typically it's the same amount as the booty. If you lose any party members during the battle, you lose some bonus for each casualty suffered.

Tactics

You can take a multitude of different approaches to every battle. The battle walkthroughs offer suggestions and tips, but every game is a little different. However, you can always implement certain battle tactics. Here are some of our favorites:

- *Baiting*
- *Waiting*
- *Blitzkrieg*
- *Butting*
- *Sacrificing*

Baiting

Baiting the enemy involves purposely positioning an ally in a compromising position to force the enemy to attack that person on the next round. This is easiest when you are dealing with a limited number of enemies.

Combine reasons for the enemy to attack that ally. For instance, try placing an ally with low HP next to a slight rise with his back facing the rise. How can an enemy resist such a tempting target? Of course, position this person during the last opportunity on that turn. Then, on the next turn, move that person out of the way and the enemy will end up hitting nothing.

Waiting

The waiting technique involves waiting for the enemies to come to you instead of chasing them.

Set up a good defense first using whatever obstacles or other terrain elements are available. Keep your archers and spell casters protected by placing them behind your stronger allies.

This tactic can be extremely effective because most enemies attack as teams. Usually, the other teams wait until the advancing team is defeated before engaging.

Blitzkrieg

A blitzkrieg attack involves sending everybody out full force without regard for casualties. The idea is to end the battle the fastest way possible.

This tactic is best used when the objective is to take out the boss instead of all enemies. Because the battle ends when the boss is neutralized, you can take heavy casualties as long as you have sufficient momentum to finish the battle.

Butting

The butting tactic discussed in the game manual can be an effective way to deal with the enemy. This tactic requires you to predict where the enemy will move.

Butting occurs when your unit attempts to move into the same square that an enemy unit is moving into. This causes the two units to crash into each other. Whichever unit has the higher weight takes the square, while the lighter unit loses its turn and is sent back one square in the direction it arrived from.

To use this to your advantage, you must predict where the enemy will move (try a baiting tactic here) and then place a unit with a higher weight than the enemy in that square. Instruct yur unit to attack the square you predict the enemy will land in after you clash. This allows you to attack the enemy, while at the same time, wasting one of its turns.

Sacrificing

This tactic is definitely a last resort. All you do is leave damaged allies off all by themselves (a bit of the baiting tactic involved here). The enemies should come swarming to take them out. After their turns have expired you can cast a powerful group spell to hit all the enemies (and sometimes your person) at once.

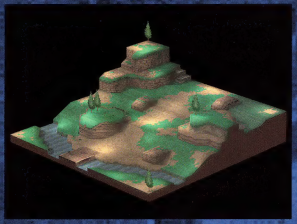
Prologue

In the Kingdom of Natra, far north of the capital, is the isolated village of Polata. I grew up on its hard, unforgiving land.

As a child, I believed that the idyllic days would last forever. Little did I know of the great war that would engulf us all.

If only.... If only there had not been that chance encounter, my destiny perhaps would have never changed....

Battle #1: Rosace Hill



Situation

Hero and his two friends Clive and Yuri come to the rescue of a passing stranger who is caught in a tangle with some Gigaslugs.

Strategy

Battle Stats

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: N/A
Treasure Chest(s): N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): N/A

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Gigaslug	2	15	0	0	M-Needle	N/A	C	X	-	-	-	X	-	N/A
2	Gigaslug	2	15	0	0	M-Needle	N/A	C	X	-	-	-	X	-	N/A
3	Gigaslug	2	15	0	0	M-Needle	N/A	C	X	-	-	-	X	-	N/A

Booty: 120 G

Map Legend:

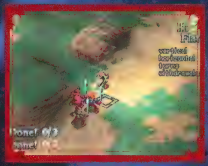
Brown: Enemy Locations (refer to Enemy Data Table)
Orange: Treasure Chests
Red: Hidden Items
Blue: Opening Battle Configuration

Enemy Data Table Legend:

No. = Corresponds to the number on the map.
LV = Level
HP = Hit Points
MP = Magic Points
EP = Emotion Points (Morale)
Weapon Attributes—These include: F = Fire; I = Ice; T = Thunder; W = Wind; H = Holy; D = Darkness; R = HP Recovery; P = Poison; L = Paralysis; S = Sleep.
AC = Type of armor Enemy unit uses. These include—A = Armor; C = Simple Armor (Clothes); W = Winged Armor; R = Robe.
F = Fire
I = Ice
T = Thunder
W = Wind
H = Holy
D = Darkness

Place your characters at the very edge of the starting area, closest to the enemies, and line them up as shown.

The Gigaslugs multiply when attacked with conventional weapons. However, if you use your salt weapons, they are no match for you. Keep your party together throughout the battle. Methodically attack each of the Gigaslugs until all are destroyed.



There is safety in numbers. Keep your party close together.

Make sure you level up each character before this battle is over.

Rushing off to see what's amiss, they discover a large Eggworm moving in for an attack. Their salt weapons are useless against it. Fortunately, the stranger they rescued earlier appears and destroys the Eggworm with one swipe before fainting from his injuries.

Afterward

After the battle, Hero and his friends hear Rosaly screaming for help.

Interlude

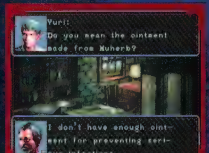
Hero and company take the stranger to the village for treatment from Dr. Bonnar. Mayor Kordif (Hero's adoptive father) arrives. Dr. Bonnar is confident that the stranger will be fine. However, the doctor discovers that the stranger's wounds were definitely made by swords—not monsters.

Kordif relays the news and dismisses the children to their homes. However, Hero is asked to stay.

Kordif scolds Hero for taking Lady Adele out of the manor earlier in the day. Adele is a noble and should not be associating with peasants such as Hero. Although Hero and Adele may have grown up together, she is of an entirely different world, with her own destiny to fulfill.

Eventually, Hero has heard enough and leaves. The doctor, who apparently overheard everything, comes in to counsel Kordif. Their conversation reveals that Hero's parents died over a squabble with nobles.

At this point, the scene switches to a view of Hero sitting beside a pleasant stream. Rosaly soon joins him, worried because he missed supper. Hero has misgivings about Kordif's feelings for him. Rosaly reassures Hero that Kordif only wants what is best for him.



The next day, Hero and the others inquire about the stranger. He's doing well, but the doctor does not have enough ointment to prevent serious infection. Hero volunteers to head for Mastha Canyon where the Muherb needed to produce the ointment grows wild. Dr. Bonnar gives them money to purchase equipment before they go.

This is your first encounter with the Town Command Menu. To purchase weapons, head for the shop using the Move To option from the menu. When you are ready to leave town and head for Mastha Canyon, select Depart.

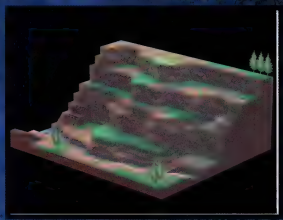
Equip your party with new weapons and at least one herb per person before leaving town.

THE WORLD MAP

After you leave town, you reach the world map for the first time. The large red marker is your destination point. In this case, it is the Mastha Canyon.

However, before you go there, head back to Rosace Hill to level up your characters a bit. If you hit ● while your cursor is on the Rosace Hill location of the map, you'll be presented with an option to enter battle. Select Yes and you'll fight monsters on the Rosace Hill battle map. Do this occasionally to increase your characters' levels between the important story battles.

Battle #2: Mastha Canyon



Situation

Hero, Clive, Yuri, and Rosaly set out for Mastha Canyon to find Muherb.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 2-3
Treasure Chest(s):
1. *Hint-2 (V:20 H:10)*
2. *Mallet (V: 1 H: 0)*
Hidden Treasure: N/A
Necessary Techniques (for items): Unlock
Recommended Techniques (for battle): Healing and Healer

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Hellplant	2	20	5	0	M-Gullet	N/A	C	X	-	-	-	X	O	Time Add x1
2	Darkbird	2	15	5	0	Big Beak	N/A	C	X	-	-	-	X	O	Buster-Flare x1
3	Deathbug	2	22	5	0	Petrified Tusk	N/A	A	-	X	-	-	X	O	N/A
4	Deathbug	2	22	5	0	Petrified Tusk	N/A	A	-	X	-	-	X	O	N/A

Booty: 500 G

Keep Rosaly in her default starting position. Keeping her up high increases her range with the bow. Place the three other party members to the left, closest to the stairs down.

With Rosaly at height 14, these monsters won't stand a chance!

Don't proceed down the stairway; you want to avoid the Darkbird near the chest in the lower left corner. The Darkbird has a Buster Flare spell with enough of a range to hit you as you're coming down.

Remain at the top of the stairs and wait for the enemies to come to you. Either instruct each character to wait or use the Turn End command from the In-Battle Menu. Rosaly can shoot the enemies as they approach.

While using Rosaly is the easiest way to take out the monsters, she is not a permanent party member. Thus, you lose the experience that is typically gained by defeating monsters. Compensate by spending some time in battles afterward to level up your characters.

Afterward

After your party defeats the four monsters, it decides that it has enough Muherb and leaves before more monsters appear.

Interlude

Following the battle at Mastha Canyon is an event sequence at Byron Manor. The governor becomes distressed over the tax income. Bad weather has reduced the recent crop yield. Governor Graud orders the tax collector to use force, if necessary, to punish the so-called "tax dodgers."

After dismissing the tax collector, Graud chastises Adele for consorting with peasants and forbids her to leave the manor.

Godard the Diviner enters the room at this point. Godard appears to be some sort of advisor to Graud. Graud confides to him his frustrations with taking over the governorship from Kossimo. We also learn that Graud married Kossimo's daughter to avoid the embarrassment of having a child out of wedlock.

Graud also resents Kossimo for siding with Prince Julius instead of Prince Lagore when it was obvious that Lagore would become king. This action forced the Byrons to the isolated region of the country they now govern. Graud will stop at nothing to make it back to the capital, and Adele will play a big role in that plan.

Return to town after you see the world map again and head for the clinic. Dr. Bonnar is ready to treat the stranger, but he is missing... Dr. Bonnar recruits Hero and his friends to help find the missing patient.

Visit all the destinations available to you in the village to search for the stranger. Once they've all been hit, a new event sequence takes place after Clive spots a bit of a "ruckus" nearby.

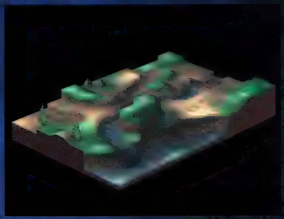
The tax man has started to act on Governor Graud's orders. He is taking food from a family who cannot afford the tax. And if that isn't bad enough, he makes a move for the farmer's daughter as well.

Hero and his friends plead with the adults watching nearby to stop the atrocities, but they refuse because the tax collector reports directly to Governor Graud.

Fortunately, the stranger arrives just in the nick of time and saves the farmer and his daughter. However, instead of gratitude for his actions, the stranger receives nothing but complaints from the villagers who fear repercussion from Graud. Even Hero's father is displeased.

The stranger apologizes once he realizes what may befall the village. Before he leaves, he inquires about Governor Kossimo, who preceded Graud.

Battle #3: Yuta Plain (W)



Situation

After the stranger's heroics in the village, the friends decide to follow him. They determine that he's heading through the Yuta Plain to reach Kossimo's retreat.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 3-4
Treasure Chests:
1. B-Light (V:15 H:23)
Hidden Treasure:
1. Hint-3 (V:0 H:11)
2. Boots (V:15 H:9)
Necessary Techniques (for items): Unlock; Searchmark; Wings-Type Armor
Recommended Techniques (for battle): Blaze Slash, Healing, Buster Flare, Ice Cruiser

ENEMY DATA:

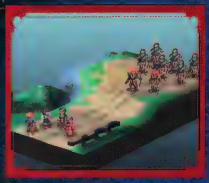
No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Hellplant	3	40	5	0	M-Gullet	N/A	C	X	-	-	-	X	O	First Aid x1
2	Darkbird	3	36	5	0	M-Beak	N/A	C	X	-	-	-	X	O	Healing x1
3	Deathbug	3	45	5	0	M-Fang	N/A	A	-	X	-	-	X	O	N/A
4	Deathbug	3	45	5	0	M-Fang	N/A	A	-	X	-	-	X	O	N/A

Booty: 800 G

This battle is not bad if you're at the appropriate levels.

Follow the river toward the bridge. You encounter Deathbugs along the way. Take them out quickly, as you are in the range of the Darkbird across the water. Finish the Deathbugs one at a time so the Darkbird doesn't have time to heal them.

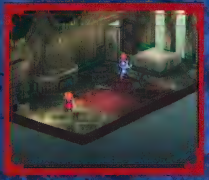
Afterward



After the battle, Hero and his pals encounter some troops along the road. They're looking for Byron Manor, as they have business with Governor Graud.

After the troops move out, Clive remembers who they are: the elite knights of Cardinal Ladorak known as the Blood Knights. The Blood Knights are known to burn down entire villages, killing all inhabitants.

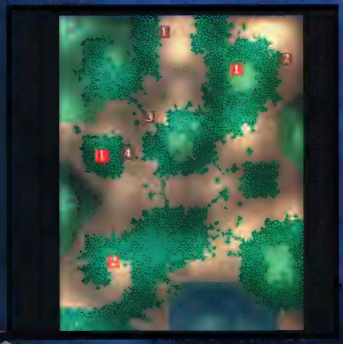
Interlude

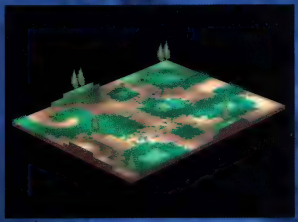


We see Lady Adele in her room at Byron Manor. A maid enters with food and attempts to cheer Adele up. The maid thinks that Graud's anger at Adele may be misdirected, but she does understand the need to keep Adele inside. In fact, the maid heard that just yesterday someone was injured on Rosace Hill when an Eggworm attacked some children playing near the windmill.

Fearing that it may be Hero who was hurt, Adele escapes out her balcony.

Battle #4: Yuta Plain (E)





Situation

After speaking with Commander Jacob of the Blood Knights, Hero, Clive, Yuri, and Rosaly continue on their way to find the stranger.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 4
Treasure Chests:
1. *Goblin Shield (V:14 H:21)*
2. *Goblin Shield (V:4 H:5)*

Hidden Treasure:
1. *Hint-4 (V: 3 H:14)*

Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Healer, Healing, Glacialla and Buster Flare

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Darkbird	3	30	5	0	M-Beak	N/A	C	X	-	-	-	X	O	Healing x1
2	Deathbug	3	45	5	0	M-Fang	N/A	A	-	X	-	-	X	O	Thunder Bolt x1
3	Hellplant	3	[illegible]	[illegible]	[illegible]	M-Gullet	N/A	C	X	-	-	-	X	[illegible]	First Aid x1
4	Hellplant	3	40	5	8	M-Gullet	N/A	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	X	[illegible]	First Aid x1

Booty: 1,800 G

Place the character with the Unlock Technique closest to that first chest on the left. He or she should be able to grab it within the first couple of terms.

Grab this chest quickly, then get this character back into the battle.

This battle takes place in the center of the map. Keep your people clustered together so they can help each other. Watch for that Darkbird, as he heals the other enemies quickly. Look out for the Deathbug in the back; his Thunderbolt spell can be cast from a comfortable distance.

Some characters, including enemies, may not be able to enter the bush terrain scattered about the area. Use this to your advantage by positioning your characters who can enter the bush completely inside it for protection, or else partially immerse your character, forcing the enemy to attack you only from the front.

Afterward

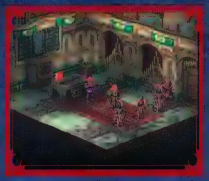
After the battle, the party begins to lose hope of ever finding the stranger, but Yuri manages to spot him up ahead. He's obviously not doing well, and this concerns everyone greatly. The stranger declines Hero's offer to come back with them, then he loses consciousness and collapses.

Interlude

We see the stranger awaken surrounded by the group. He has been placed in its hideout so he can recover from his wounds.

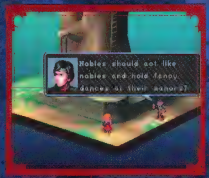
The stranger feels obligated to introduce himself. His name is Nicola, but he doesn't say much more other than that he's in a real hurry.

The scene switches to Byron Manor. Graud is meeting with Commander Jacob of the Blood Knights. Jacob informs Graud that the Blood Knights have come to detain an individual they expect to arrive in the region.



After Jacob and his men leave, Graud is quick to bad-mouth their presence in *his* region. He fears they may raze a village, but he is not worried about the peasants suffering–just his tax coffers. However, Godard points out that if Graud is able to produce the person they seek, it could open up channels for a return to the capital.

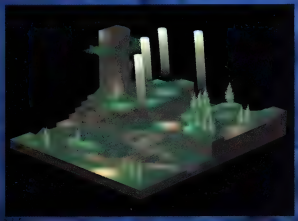
Now we see Adele and Hero bumping into each other outside the hideout. Hero tells Adele he no longer wishes to see her–she is a noble, and he is not. He even says nobody likes having her around.



Hero's ranting deeply affects Adele. She runs out in a hurry leaving Hero shouting for her to wait.

Hero goes into the hideout and talks to Nicola. During the conversation, you are given four choices to direct Hero's response when Nicola asks what his dream is. Choose whichever response you like. Yuri and Clive hurry in to tell Hero and Nicola that Adele was seen heading into the forest alone.

Battle #5: Danjou Forest



Situation

Worried about the monsters that come out at night, Hero, Clive, and Yuri head into Danjou Forest to rescue Adele. Nicola joins them.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 4-5
Treasure Chests:
1. Pinwheel (V:0 H:23)
Hidden Treasure:
1. Novacula (V: 10 H:14)
Necessary Techniques (for Items): Unlock, Searchmark, Blockmake
Recommended Techniques (for Battle): Recovermark, Healer, Heaven Arrow, Healing, Thunder Wave, Buster Flare, and Ice Cruiser

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Deathbug	4	45	5	0	M-Fang	N/A	A	-	X	-	-	X	O	Thunder Bolt x1
2	Darkbird	4	30	5	0	M-Beak	N/A	C	X	-	-	-	X	O	Healing x1
3	Hellplant	4	40	5	0	M-Gullet	N/A	C	X	-	-	-	X	O	First Aid x1
4	Hellplant	4	40	5	0	M-Gullet	N/A	C	X	-	-	-	X	O	First Aid x1

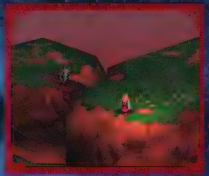
Booty: 2,400 G

The enemies in this battle cast the same spells and behave in much the same way as the L3 enemies you encountered in the last battle. Watch out for the Deathbug's Thunderbolt spell as well as the healing ability of the Darkbird.

The enemies can be routed pretty quickly if you use the waiting tactic you've used in the past.

Afterward

The party is unable to locate Adele so they decide to split up and meet again at a later time.



Hero locates Adele before it gets too dark. Hero apologizes for his behavior but is saddened to learn that Adele is leaving for the capital in the spring.

Graud wants to regain the power that the Bryons once had by having Adele marry an important noble. Hero suggests that they elope instead.

Adele decides that she wants to go with Hero. Hero wants to leave right away, but Adele suggests that they prepare first. They decide to meet again in two days.

Interlude

Return to Polata Village at this point. Hero decides to tell the group of his plan to elope with Adele. However, before he can even get the words out, Clive guesses his feelings for her.

Return home to continue the event sequence. Hero is shocked to learn that the Blood Knights arrested Kordif and are now holding him at the manor. Hero leaves in a hurry to meet with Yuri and Clive again.

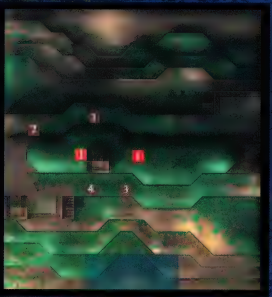
They decide that Nicola will be able to help them figure out what to do. Leave the village and head for the hideout.

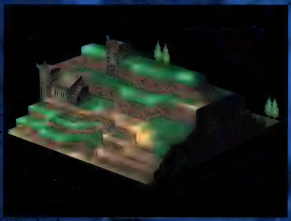
At the hideout, Nicola advises the boys to seek out former Governor Kossimo at his retreat. Given Kossimo's benevolent reputation, he may be able to help Kordif. Kossimo outranks even the Blood Knights in the political world.

Yuri wants to know who Nicola actually is. He's deduced from Nicola's well-refined sword skills and rare healing spell that he must be someone extremely important. Yuri believes that the Blood Knights are actually here looking for Nicola.

Nicola admits that the Blood Knights are probably looking for him, but he does not reveal his true identity. However, he does assure them that he is not a criminal or a traitor. Ultimately, the party ends up heading to the Byron Retreat to see Governor Kossimo.

Battle #6: Kutao Mountain





Situation

Nicola joins Hero, Clive, and Yuri in a desperate attempt to save Hero's adoptive father, Kordif. They set off together to see Governor Kossiro at the Byron Retreat.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero or Nicola
Recommended Level: 6
Treasure Chests:
1. Urn (V:6 H:11)
Hidden Treasure:
1. Map 12 (V: 11 H:11)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Heaven Arrow, Healing, Buster Flare, Ice Cruiser, Requiem

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Duckbird	5	30	5	0	M-Beak	N/A	C	X	-	-	-	X	O	Healing x1
2	Eggworm	5	50	10	0	M-Tongue	N/A	A	-	-	-	-	-	X	Thunder Wave x2
3	Deathbug	5	45	5	0	M-Fang	N/A	A	-	X	-	-	X	O	Thunder Bolt x1
4	Hellplant	5	40	5	0	M-Gullet	N/A	C	X	-	-	-	X	O	First Aid x1

Booty: 2,800 G

This battle is a little more difficult than what you're used to. The height of the terrain limits your characters' movement tremendously. Also, you have two targets to protect this time—Hero *and* Nicola. If either dies, it's game over.

It takes a few turns for the Eggworm and Darkbird to get to your side of the mountain—use this time wisely!

You're going to head up the left side near the windmill's roof. You'll most likely encounter some enemies before you reach the roof, though. Take them out soon, because the Eggworm and Darkbird are coming.

The Eggworm has a vicious Thunder Wave attack that can ensnare your whole party. Keep everyone separated enough so you don't get wiped out all at once!

If you cannot take out the Eggworm all at once, focus your attacks on the Darkbird to keep him from casting healing spells.

Afterward

After the battle, Governor Kossimo discovers the party. He seems pleased to find Hero, Clive, and Yuri and invites them inside.

Interlude

The boys explain their troubles with Governor Graud and plead with Kossimo for help. Kossimo had hoped that making Graud the governor would force him to grow up. He promises to look into the matter. Because it's so late, he decides to speak with the knights tomorrow.

At this point, Kossimo turns and addresses Nicola as "Your Highness." He then explains that Nicola's full name is Nicola Atkin Natra, and he is the son of exiled Prince Julius. Had justice prevailed, Nicola would have succeeded to Natra's sacred throne. The boys are surprised; however, Nicola assures them that he is now but a drifter without even a home.

Nicola asks to speak privately with Kossimo about Nicola's reason for coming all this way. However, Kossimo kindly informs Nicola that if the subject cannot be discussed in front of the children, he wants no part in it.

Nicola decides to speak in front of the children and requests to be heard out. Nicola desires to lead forces from Vernantze to breach the border while Kossimo raises troops within the country to take the royal city.

Kossimo is reluctant, as Nicola's request amounts to high treason. Nicola's argument is that the leaders abuse their power and have no right to be in that position. He seems genuinely concerned about the suffering of the people and only wishes for it to end.

Kossimo refuses any part in this matter. At this point, Nicola produces a letter to Kossimo that shocks him. Nicola intends to make this letter public if necessary, but he'll await Kossimo's reply before doing so. Nicola leaves the retreat and returns to the village before Hero and the others.

Later that night, Kossimo is pacing around trying to decide what to do. Suddenly a window bursts open, and the wind puts out the candles, leaving the room dark. Godard appears, seeking the document Nicola left with Kossimo earlier.

Kossimo is confused. How could Godard have known of the document? Then he is swept away in a spell cast by Godard.

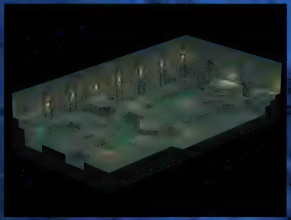
The next morning the friends are bewildered when they find no trace of Governor Kossimo anywhere.

At this point, you can ask Yuri to explain everything to you once more. Once you've got it, select All Clear and the boys continue their conversation.

The friends decide to return to the village. Head back to the village and go to Hero's home. Hero is surprised to find his father there. The soldiers released him because they found the man they sought when Kordif told them of Hero's hideout. Hero becomes angry with his father for selling out Nicola.

Hero leaves the house and meets with Clive and Yuri. They decide to rescue Nicola by sneaking into the manor through the sewer. Make sure to stop by the shop and check your equipment. If you haven't purchased any C-potions yet, now's the time.

Battle #7: Byron Manor Sewers



Situation

The Blood Knights captured Nicola after Mayor Kordif told them of Hero's hideout. Hero, Clive, and Yuri sneak into Byron Manor through its sewers.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 7
Treasure Chests:
1. Cutlass (V:14 H:28)
2. Halbert (V:15 H:5)
Hidden Treasure:
1. Bullion (V: 13 H:16)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Blaze Slash, Healing, Buster Flare, Ice Cruiser

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Gigarat	6	35	5	8	M-Tail	P	C	X	-	X	-	-	O	First Aid x1
2	Gigarat	6	35	5	8	M-Tail	P	C	X	-	X	-	-	O	First Aid x1
3	Gigarat	6	35	5	8	M-Tail	P	C	X	-	X	-	-	O	First Aid x1

Booty: 3,000 G

Most of the battle takes place right here. Hold tight and let the enemies come to you.

The biggest threat in the sewers is the rats' poison ability. If a character is poisoned, he or she loses some HP every turn. The only way to cure this is with a C-potion.

Stay in the center of the two bridges over the sewer water, and then take out the enemies as they approach.

Afterward

After the battle, your party regroups and decides how to proceed. Yuri worries that the group's equipment may not be adequate. Decide what to do next.

1. Do you turn back?
2. Do you keep going?

If you feel pretty confident about your abilities, keep going. However, if you had difficulty with this battle, turn back and level up a bit. Also make sure everyone is well-equipped. If you turn back, you have to fight this battle again.

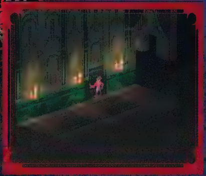
Interlude

If you decide to keep going you will be greeted by a whole host of Gigarats. Clive suggests that Hero keep going alone and leave the Gigarats to Yuri and himself.

Hero reluctantly agrees, then the scene switches to inside the manor. Graud is complaining because Commander Jacob would not let him join their meeting even after Graud turned up the man they sought.

In walks Godard, who claims to have uncovered a document while cleaning Governor Kossimo's old office. It is the same document that Nicola gave to Kossimo earlier. Graud is even more surprised by it than Kossimo was.

Godard feels that if the document is true it will move the country to within Graud's grasp. This is rather overwhelming for Graud and Godard seizes the opportunity to offer his advice.



The scene then switches to Hero wandering down a hall in the manor. He eavesdrops at a door, then the scene changes again to inside the room.

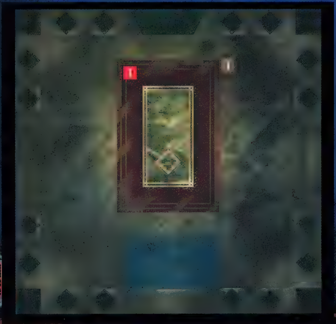
Commander Jacob is meeting with Nicola. Nicola has been in contact with Cardinal Ladorak and is involved with him in some sort of a plan. The idea of Nicola being involved with the head of the Blood Knights disturbs Hero, but before he can do anything, he is discovered by Jacob's lieutenant, Jamir. Jacob comes out to see what is happening and throws Hero in the dungeon.

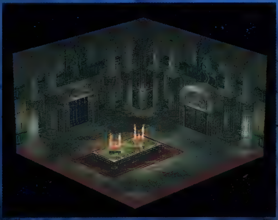
Hero is trapped in a dungeon cell, but before too long, Nicola comes to see him. Nicola has put the guards to sleep and advises Hero to leave immediately. However, before Hero leaves he wants to know why Nicola would speak with such a man.

Nicola explains that the joint rule of Queen Mother Agatha and Cardinal Ladorak is coming apart. Apparently their relations have been cold since Agatha began wooing the Twin Empire. To save the country, Nicola feels forced to deal with scum such as the cardinal.

After Nicola leaves the dungeon, Hero goes looking for Adele. He gets lost and ends up in a large hall. He spots Adele passed out at the end of the table. As Hero approaches, Godard shows up out of nowhere with Governor Kossimo. Kossimo is obviously under some sort of manipulation by Godard, and he forces Hero into a battle.

Battle #8: Battle with Kossimo





Situation

While searching for Adele in Byron Manor, Hero encounters Godard the Diviner. Godard has Governor Kossimo under some sort of a spell and forces him to attack Hero. Hero has no choice but to defend himself.

Strategy

BATTLE STATS

Victory: Defeat Kossimo
Defeat: Death of Hero
Recommended Level: N/A
Treasure Chests: N/A
Hidden Treasure:
1. Herb (V: 4 H:9)
Necessary Techniques (for Items): Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Buster Flare, Ice Cruiser, Thunder Wave

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Kossimo	6	35	20	0	WD-Staff	N/A	C	X	-	-	-	X		Dark Circle v99

Booty: 0 G

Hero fights Kossimo in a one-on-one battle. However, it is not much of a battle at all. Kossimo only has 35 HP and will be dead within one or two hits.

Although Kossimo attacks with his Dark Circle spell, the damage is extremely insignificant. Kossimo just stands there and casts it over and over until you attack. You have no choice but to kill him.

Afterward

After the battle Adele awakens to find Hero hunched over Kossimo's dying body. Adele thinks Hero killed Kossimo on purpose and was only using her to get close to him.

Before Hero can explain, guards burst into the room. Hero is forced to jump from the window and make amends some other day.

Interlude

Several days after Hero's battle with Lord Kossimo we look in on Adele in her room. A servant enters the room to inform Adele that her carriage has arrived.

Adele struggles with what she about to be forced into. She decides that she must be proud and live up to her title as a noble. She leaves the room to go and meet her carriage.

In the Holy Year 989, Nicola Atkin Natra returned to his homeland. The orphaned son of Natra's Prince Julius, Nicola led a rebel army with the support of the Vernantze Republic to challenge the rule of Queen Mother Agatha.

Cardinal Badorak seized the opportunity to launch his own revolt against Agatha. In just one week, Agatha's army collapsed in utter chaos, leaving the capital, Yuggor, for Badorak's taking.

Amidst the confusion, Franz, the puppet king, disappeared. Nicola stepped into the void, proclaiming himself the 46th King of Natra in a hurriedly organized coronation.

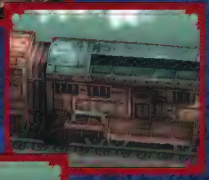
Queen Mother Agatha fled the royal city of Yuggor and found sanctuary in the fortress city of Gardeau. Her safety ensured, Agatha exhorted the people of Natra to take up arms against Nicola, the usurper.

Queen Mother Agatha found an ally in the Zora-Archeo Emperor. He agreed to send troops if his third son, Gregor, can marry her daughter, Princess Minea, and become the King of Natra.

The Twin Empire's entry plunged Natra into a horrific civil war between the two kings, each with foreigners perched on his shoulder. For eight tragic years, the war ravaged the kingdom.

Interlude

This section begins with a merchant speaking to an East Natra soldier on a military supply train. The soldier let the merchant buy his way on board, but he is nervous about his captain finding out.



The soldier seems extremely worried about a gang of bandits known as Red Wolf. This gang attacks military units without regard to which side of the war

they're on. Just this past month three supply trains were hit.

The organization isn't large either, with just three rather resourceful people. The soldier describes each one briefly, and then all of a sudden the train comes to a screeching halt.

Red Wolf appears to be attacking the train, and the gang's leader is Hero! Hero orders

everyone to turn over their supplies or be attacked. Standing beside Hero we see Vlad, and the merchant turns out to be Pike. These are the members of Red Wolf.

A battle quickly ensues as the East Natra soldiers have laid a trap for Red Wolf.

Battle #9: Railroad

Situation

Red Wolf attacks an East Natra military train full of soldiers. The soldiers have laid a trap to ensnare Red Wolf.

Strategy

BATTLE STATS

Victory: Destroy all enemies
Defeat: Death of Hero
Recommended Level: 8
Treasure Chest(s):
1. Halbert (V:4 H:53)
Hidden Items:
1. Fire-Ring (V:4 H:35)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Buster Flare, Ice Cruiser, Thunder Wave

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	ENSoldier	7	20	20	10	WD-Staff	N/A	R	X	–	X	–	X	X	Healing st.
2	ENSoldier	7	20	5	20	Short Sword	N/A	W	X	–	X	X	X	X	N/A
3	ENSoldier	7	20	5	10	Short Sword	N/A	A	X	–	X	–	X	X	N/A
4	ENSoldier	7	20	10	15	Bowie Knife	N/A	C	X	–	X	–	X	X	N/A
5	ENSoldier	7	20	10	15	Bowie Knife	N/A	C	X	–	X	–	X	X	N/A

Booty: 5,000 G

The characters in your party resemble those in your previous party. Hero remains the same level (even after eight years!) with the same equipment. Vlad has Clive's equipment and experience, while Pike has Yuri's.

These soldiers are easy to defeat–most have only 20 HP. One hit by anybody on the team should be sufficient to take each one out.

Move Vlad and Hero as close to the cluster of enemies as possible, and keep Pike a bit farther away. The computer tends to go for the closer target, and you don't want everyone headed Pike's way.

Afterward

The Red Wolf team meets to discuss the battle. Hero is concerned that they did not know there was a trap laid for them. Vlad wants to know why Pike, who was situated on the train, did not notice the trap. Pike and Vlad bicker until Hero steps in. They decide to search the train for valuables.

Inside the train they find two passengers: Baron Pratau and Captain Lira from the White Dragons, West Natra's most powerful knight brigade. They don't have anything to do with Red Wolf, so Hero decides to let them leave.

However, Pratau stops them as Hero and company head out the door. Apparently the baron is interested in hiring Red Wolf to escort them to Fort Gusta. The compensation will be 100,000 G.

Hero's team votes to decide whether or not to accept Baron Pratau's offer. You can either raise your hand or not, but the deal is accepted either way.

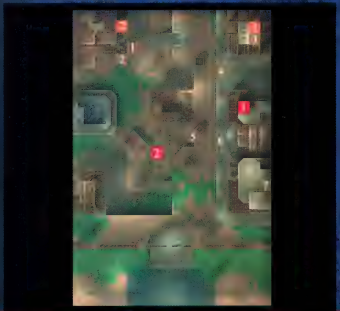
Interlude

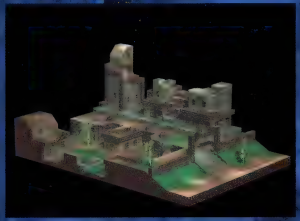
Return to the world map. You have only one destination available to you, so head there now.

Once you reach Luxar Village, check your equipment–you may want to make some purchases. Next, head for the tavern and speak with the locals. As you leave, Pike hears some sort of commotion outside and you decide to investigate.

While you're at the shop, check on your new companions. Although they have the best weapons and armor currently available, they have no items. Give them an herb or two just in case.

Battle #10: Luxar Village





Situation

As your party leaves the tavern at Luxar Village they encounter a group of bandits attacking the villagers. Pike wants to hightail it out of the village before they get involved, but before anyone gets a chance, the baron runs into the fight. Lira chases after Pratau. This, in turn, draws Red Wolf in, if only to protect its investment.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 9
Treasure Chest(s):
1. *Graver (V:16 H:24)*
2. *Cutlass (V:4 H:24)*

Hidden Items:
1. *Bandana (V:15 H:17)*
2. *V-Cape (V:7 H:13)*

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Thunder Wave, Starfall, Multivortex

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Thief	8	30	22	12	Hermrod	N/A	R	-	-	-	-	-	O	Healing x7; Refresh x7
2	Thief	8	30	22	12	Hermrod	N/A	R	-	-	-	-	-	O	Requiem x3
3	Thief	8	38	6	22	Graver	N/A	W	-	-	-	X	-	O	N/A
4	Thief	8	33	6	22	Shuriken	N/A	A	-	-	-	-	-	O	N/A
5	Thief	8	33	6	22	Halbert	N/A	A	-	-	-	-	-	O	N/A
6	Thief	8	33	6	22	Halbert	N/A	A	-	-	-	-	-	O	N/A
7	Thief	8	44	12	18	Graver	D	C	-	-	-	-	-	O	N/A

Booty: 6,000 G

Take out these thieves first while the others get into position.

Head up the stairs directly in front of your starting area and jump right into the battle. Those first two armor-type thieves are directly in front of you. Take them out quickly because the other thieves won't be close enough to damage you yet.

The robe-type thieves on the lower level pose the next largest threat with their mixture of Requiem and Healing spells. If you have a spell caster, use him to take them both out. They tend to stay close together unless you move someone down to their level.

Once you start to defeat their comrades, the other thieves take a greater interest in you. They all come at you quickly—and you have to react!

Afterward

After the battle the party goes after the boss bandit who ran into the house. Baron Pratau has a strong suspicion that he has seen the man before.

Interlude

Inside the house we find Dogra, the chief bandit. He is holding a young boy hostage. Dogra recognizes Baron Pratau and is actually a former soldier of his. Dogra was discharged from Pratau's command for looting occupied territory.

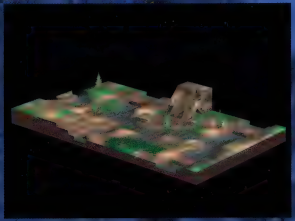
Dogra is extremely bitter over his discharge and he forces the baron into a compromising position in order to free the boy.

However, at the last second, Pike bursts in through the window and ends everything with one swing.

Next, we see Pike speaking with Lira and Vlad. Lira explains how she and Pratau ended up where they are now. It seems that the Queen Mother stripped the baron of his command over the White Dragons and placed him over some green recruits who were then sent on a suicide mission.

Depart town and return to the world map. You'll notice two additional destinations–Bahtar Plains and Fort Gusta. Fort Gusta is your original destination, so that's where you'll head next. However, to reach Fort Gusta you have to do battle at Bahtar Plains first.

Battle #11: Bahtar Plains



Situation

The Red Wolves, while escorting Baron Pratau and Captain Lira to Fort Gusta, are attacked in Bahtar Plains by Godeau the Grief, one of Queen Mother Agatha's trio of assassins.

Strategy

BATTLE STATS

Victory: Defeat Godeau the Grief
Defeat: Death of Hero
Recommended Level: 10
Treasure Chest(s):
1. Ballast (V:9 H:29)
Hidden Items:
1. Urn (V:1 H:28)
2. Hint-5 (V:11 H:13)
3. Shades (V:1 H:12)
Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Starfall

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	TP	Weapon	Weapon Attribute	M	P	I	T	W	H	E	Skills
1	WNSoldier	9	72	8	30	Cutlass, Goblin Shield	N/A	A						X	First Aid x1
2	WNSoldier	9	40	10	30	Graver	N/A					X			Razorwind x2
3	Godeau	9	150	40	50	Sai, Billin	D							X	Demonheart x1, Dervish x2
4	WNSoldier	8	32	29	15	Gavelrod	N/A								Heal x2, Regen x1
5	WNSoldier	9	72	8	30	Cutlass, Goblin Shield									First Aid x1
6	WNSoldier	9	46	14	23	B-Handy	N/A						X		N/A
7	WNSoldier	9	46	14	23	B-Handy	N/A						X		N/A
8	WNSoldier	9	72	8	30	Cutlass, Goblin Shield	N/A	A						X	N/A

Booty: 6,125 G

Although you don't have to kill every soldier to complete this battle, it's usually easiest to do so.

This battle is much easier if you concentrate on one side. Stick with the left side, because that's where the spell caster is. Neutralize him as soon as possible.

Eliminate the soldiers on the left first, and then wait for the soldiers on the right to come to you.

Once you've taken out the left side, the remaining soldiers on the right head over toward you. Hold tight until they arrive, and then show them your stuff.

Godeau, who remains in the same area the entire time, only begins to move once you've taken out a fair portion of the soldiers. Once this happens, move in for the kill.

Godeau's Dervish spell packs quite a wallop—look out!

Godeau is difficult to defeat. He has 150 HP and a painful Demonheart spell that can be cast from a distance. Also look out for his Dervish spell, which attacks all squares directly adjacent to him. Use the best equipment you've got and keep all your party members nearby—you'll need them.

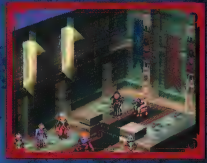
Afterward

After the battle, the group is concerned. If Pratau and Lira are from the West, it seems odd that the West would want to hunt them down. Hero points out that it isn't their problem. Red Wolf is just taking Pratau and Lira to Fort Gusta, and that's the end of it.

However, Baron Pratau explains anyway. Apparently everything started when he discovered some information that Agatha had hidden. The official story is that the royal family fled Yuggor when the capital was taken seven years ago. In the chaos, King Franz disappeared. However, Pratau recently heard that Franz was still alive and held captive in the Mining Prison of the East.

Baron Pratau reported the information to the queen mother, hoping to organize a rescue attempt. But, she not only rejected Pratau's plan, she tried to destroy him as well. Pratau believes that Agatha herself had Franz incarcerated because ultimately, she intends to join the Twin Empire. She needed the Twin Empire to provide a king, but Franz was in the way.

Baron Pratau asks Red Wolf to help rescue King Franz from the mining facility. However, Hero is not so keen on the idea.

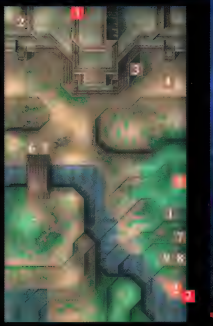


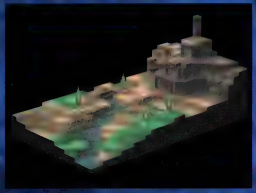
The scene switches at this point to inside the Palace Audience Chamber at Gardeau in West Natra. An envoy from the Twin Empire addresses Queen Mother Agatha and King Gregor. Agatha is extremely distressed about the amount of support they have received from the Twin Empire. She wants the main units from the Twin Empire to come to Natra to finish the war. The envoy explains that the Twin Empire cannot commit its main troops because that would weaken its defenses.

Agatha becomes irritated with the envoy and defers him to King Gregor who dismisses him without even a thought.

Next, we see King Gregor overhear some ministers speaking of the events that just took place. It's quite obvious to them who is actually in charge of West Natra. Their comments displease Gregor. However, Princess Minea appears to cheer him up.

Battle #12: Fort Gusta





Situation

Red Wolf is finally able to lead Baron Pratau and Captain Lira to their destination–Fort Gusta. However, when they arrive they find the remainder of the White Dragons pinned down by soldiers from the East.

STRATEGY

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero or Fort Units
Recommended Level: 11
Treasure Chest(s):
1. *Ice Ring (V:15 H:12)*
2. *S-Coater (V:15 H:2)*

Hidden Items:
1. *Joule (V:6 H:27)*
2. *Runners (V:15 H:2)*

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark, Blockmake
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Thunderbolt, Thunder Wave, Starfall

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	ENSoldier	10	93	90	16	Refstuff	N/A	B	O	-	X	-	-	-	Healing, Searchmark, Blockmake
2	ENSoldier	10	60	9	32	Cutlass	N/A	A	O	-	X	-	-	-	N/A
3	ENSoldier	10	60	9	32	Cutlass	N/A	A	O	-	X	-	-	-	N/A
4	ENSoldier	10	60	9	32	Cutlass	N/A	A	O	-	X	-	-	-	N/A
5	ENSoldier	10	60	9	32	Cutlass	N/A	A	O	-	X	-	-	-	N/A
6	ENSoldier	10	60	9	32	Cutlass	N/A	A	O	-	X	-	-	-	N/A
7	ENSoldier	10	42	11	32	Windia	N/A	W	O	-	X	X	-	-	N/A
8	ENSoldier	10	68	15	24	B-Handy	N/A	C	O	-	X	-	-	-	N/A
9	ENSoldier	10	68	15	24	B-Handy	N/A	C	O	-	X	-	-	-	N/A

Bounty: 8,000 G

This battle is especially difficult because you control two separate parties. You not only have to protect Hero but Gilti and Maria as well.

You'll have to keep Gilti and Maria from dying, or it's game over.

The enemy is divided into four groups.

These two swordsmen are directly below Gilti and Maria's starting point. Be careful or you may lose one of your party members and the battle will end.

There are two swordsmen directly ahead of your party's starting point. Take these guys out first.

This swordsman is waiting to the left of Gilti and Maria. He'll head their way pretty quickly, so be on the lookout.

This last group is in the lower right edge of the battle map. They won't do much for the first few turns, but look out for their long-range abilities later on.

Move your units toward the swordsmen near the bridge. Keep them close to the left edge of the map to avoid the range of the spell caster.

Watch what's going on near Gilti and Maria. Use Gilti's arrows to damage the swordsmen below before they get too close.

Other than that, this battle is just a matter of monitoring the situation closely. If your characters on the left spread out, be careful to avoid the archers and spell caster.

Afterward

After the battle we learn what happened at Fort Gusta from Gilti and Maria. The White Dragons are gone, but Pratau is pleased that Gilti and Maria were able to survive.

The group takes a break around a campfire and we learn a bit more. Queen Mother Agatha has gone through a tremendous effort to keep Baron Pratau from joining up with the White Dragons once again. Nonetheless, Pratau is determined to rescue King Franz. Without the White Dragons, however, he doesn't have many options left.

Pratau pleads with Hero to help them for the good of the country. However, Hero refuses to listen and leaves; Pike and Vlad are quick to follow.

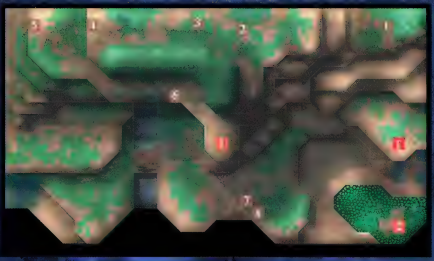
Interlude

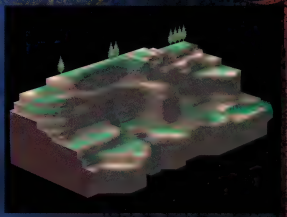
This is a good time to do some leveling up while only your three main characters are in the party.

Return to Luxar Village once you're back at the world map. If you head for the tavern, your party will converse for a short while. Pike is pretty steamed over losing out on the 100,000 G offer.

A man seated nearby talks with his friend about a group that will be ambushed while traveling through the canyon. Red Wolf is surprised to learn that the man is speaking of Baron Pratau and the remnants of the White Dragons. The group intends to help out the baron.

Battle #13: Kumenu Canyon





Situation

Thorpe the Gorgeous has ambushed Baron Pratau and his companions in the canyon. Red Wolf, who was warned about the ambush in a tavern, arrives just in time to help with the battle.

Strategy

BATTLE STATS

Victory: Defeat Thorpe the Gorgeous
Defeat: Death of Hero or Pratau
Recommended Level: 12-13
Treasure Chest(s):
1. Gaiden Shield (V:18 H:8)
2. Hint-6 (V:33 H:1)
Hidden Items:
1. L-Vase (V:33 H:8)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Healer, Healing, Starfall

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	E	D	Skills
1	Thorpe	12	180	50	80	Falkata, Bilion	F	W	-	-	-	X	-	-	Dragonfire x1, Double Slash x33, Air Vortex x8
2	WNSoldier	11	55	31	17	Magemace	N/A	R	-	-	-	-	-	-	Starfall x3, Healing x10
3	WNSoldier	11	49	16	25	B-Light	N/A	C	-	-	-	-	X	-	N/A
4	WNSoldier	11	76	10	33	Cutlass, Goblin Shield	N/A	A	-	-	-	-	X	-	N/A
5	WNSoldier	11	76	10	33	Cutlass, Goblin Shield	N/A	A	-	-	-	-	X	-	N/A
6	WNSoldier	11	76	10	33	Cutlass, Goblin Shield	N/A	A	-	-	-	-	X	-	N/A
7	WNSoldier	11	76	10	33	Cutlass, Goblin Shield	N/A	A	-	-	-	-	X	-	N/A
8	WNSoldier	11	76	10	33	Cutlass, Goblin Shield	N/A	A	-	-	-	-	X	-	N/A

Booty: 8,750 G

Unfortunately, at the start of this battle, your groups are on opposite sides of the map. This makes things difficult in the short term.

While Baron Pratau's group is dealing with these soldiers over here...

...Hero's team is dealing with these soldiers here.

However, the real danger in this level is here. Watch out for the distance hitters!

The baron's group will be attacked first, so concentrate on that area for a while. Be very careful of the archer and spell caster above you. They can wreak havoc on the group.

Keep Hero's group near their starting point. Wait there until the soldiers from above come down to attack you. Attack them one at a time as they descend the cliff.

Remember the objectives for this battle. The battle ends as soon as you defeat Thorpe. This means it's OK to leave a couple of stragglers. Also remember that you must protect Pratau as well as Hero.

Afterward

Baron Pratau is extremely grateful that Hero and company returned to assist him. However, Hero spoils the moment by insisting on 200,000 G if Pratau succeeds in his plan, plus the 100,000 G he's owed already. The baron accepts the deal.

Interlude

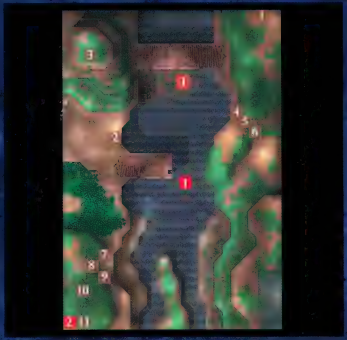
Hero has a question for Baron Pratau. He wants to know what he intends to do if Franz turns out to be a bad king, perhaps due to long incarceration affecting his mind.

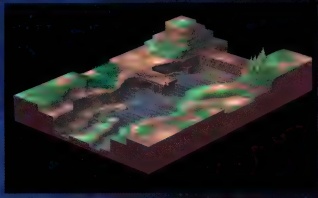
The baron dismisses this notion as impossible. However, if indeed this is the case, Pratau asks Hero to kill both the king and himself.

Back at the world map you see three additional locations available. The last location, Sidr Town, is the compulsory event point.

Gilti and Maria have now officially joined your party. Check out their equipment and give them some items and accessories. Check on everyone else as well. Make sure you've got the latest and greatest before the next battles.

Battle #14: Porta River





Situation

Porta River is the boundary between East and West. The East's occupied territory is just on the other side. The party must make it to the other side.

Strategy

BATTLE STATS

Victory: All units cross the river
Defeat: Death of Hero
Recommended Level: 13
Treasure Chest(s):
6. Neilhat (V:14 H:29)
Hidden Items:
1. Magibook (V:14 H:17)
2. L-Glove (V:1 H:1)
Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Light, Thunderslash, Boltstrike, Thunder Wave, Starfall

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	AC	F	I	T	W	H	D	Skills
1	ENSoldier	12	47	30	16	Refstaff, Goblin Shield	N/A	R	O	-	X	-	-	-	Blastburn x3
2	ENSoldier	12	47	30	16	Refstaff, Goblin Shield	N/A	R	O	-	X	-	-	-	Blastburn x3, Heal Light x1
3	ENSoldier	12	48	15	24	B-Long	N/A	C	O	-	X	-	-	-	N/A
4	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
5	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
6	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
7	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
8	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
9	ENSoldier	12	74	9	32	Cutlass, Goblin Shield	N/A	A	O	-	X	-	-	-	N/A
10	ENSoldier	12	42	11	32	Windia	N/A	W	O	-	X	X	-	-	N/A
11	ENSoldier	12	42	11	32	Windia	N/A	W	O	-	X	X	-	-	N/A

Booty: 12,000 G

The three soldiers directly ahead of your starting point aren't much trouble at all. Take them out quickly and then continue to press forward toward the bridge.

The other enemies on this board won't do much until after these three are defeated.

The difficulty with this level lies with the two spell casters. The first one is just behind the first group of armor-type soldiers. However, this spell caster won't be too much trouble until after you've dealt with the soldiers. Send an advance party out toward the spell caster before you've defeated the first soldiers.

The spell casters won't hesitate to cast their Blastburn spells on your party.

The second spell caster is across the river. He can be a real pain because he uses the half-bridge to get close enough to cast field spells on clusters of your party. Avoid this by keeping your party spread out and toward the left edge.

Hopefully, by the time you defeat the first spell caster, your party will be gathered near the bridge. However, instead of attempting to take everyone across all at once, hold out and defend yourself against an attack.

The first enemy you encounter will most likely be the archer. If you get your archers up on the slight rise at your side of the bridge you'll have the advantage. If not, you'll have to take him out the old-fashioned way.

The battle for this bridge will be fierce. Make sure you position your team effectively to cut off the enemies' advance.

The swordsmen won't be far behind the archer. You face an all-out battle for control of the bridge.

Even after you have destroyed all the enemies, the battle doesn't end until all your characters have crossed the bridge.

AFTERWARD

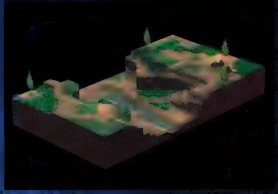
Hero gives the order to move out once everyone has crossed the bridge.

Interlude

After the battle we look in on Agatha's room in the city of Gardeau. Agatha's trio of assassins stands before her. She is not pleased with their performance of late. Baron Pratau has slipped through their grasp. Agatha is prepared to deal with this, however, and she orders the assassins to keep collecting information on the baron.

After the sequence in Agatha's room you return to the world map. Check your equipment before continuing to the next battle at Ghote Plain.

Battle #15: Ghote Plain



Situation

Ghote Plain is the first destination after crossing over into East Natra. Once you enter the battlefield you happen upon a church envoy and his guards under attack by bandits. Hero's childhood friend Yuri is among the guards.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero or Yuri
Recommended Level: 14
Treasure Chest(s):
1. Balloon (V:1 H:1)
Hidden Items: N/A
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Light, Boltstrike, Hurricaner, Freeze Ring, Blastburn

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Thief	13	74	1	34	Tanghi, Wood Shield	N/A	A	-	-	-	-	-	O	Dervish x5
2	Thief	13	36	36	18	Wonderod	N/A	R	-	-	-	-	-	O	Shinestorm x3, Refresher x12, Blastburn x3
3	Thief	13	64	11	34	Kunai	N/A	A	-	-	-	-	-	O	N/A
4	Thief	13	64	11	34	Kunai	N/A	A	-	-	-	-	-	O	N/A
5	Thief	13	55	6	22	Tanghi	N/A	A	-	-	-	-	-	O	N/A
6	Thief	13	50	17	26	Sunring	N/A	C	-	-	-	-	-	O	N/A
7	Thief	13	55	6	22	Tanghi	N/A	A	-	-	-	-	-	O	N/A
8	Thief	13	50	17	26	Kunai	N/A	C	-	-	-	-	-	O	N/A
9	Thief	13	50	17	26	Kunai	N/A	C	-	-	-	-	-	O	N/A
10	Thief	13	74	11	34	Tanghi, Wood Shield	N/A	A	-	-	-	-	-	O	N/A
11	Thief	13	74	11	34	Tanghi, Wood Shield	N/A	A	-	-	-	-	-	O	N/A
12	Thief	13	46	14	24	Windia	N/A	W	-	-	-	X	-	O	N/A
13	Thief	13	55	6	22	Windia	N/A	A	-	-	-	-	-	O	N/A

Booty: 14,000 G

Don't be overwhelmed by the number of enemies you encounter during this battle. The clerical guards help you defeat them. All of the clerical guards have the Starfall, Thunder Wave, and Healing techniques. Yuri is a bit more advanced with Poisona, Shinestorm, and Heal Light on his weapon; his armor has Secondsight and Recovermark.

Concentrate attacks on these two with your clerical guards. Taking these guys out first limits the possibility of early hits on the envoy.

Use the clerical guards first. Use their spells to attack the bandits near them and directly below them. Even if you can't destroy these enemies right off, you at least cause some damage.

This battle is much easier if you use the powerful spells provided by the clerical guards and Yuri. However, they are only here to help; this means that no one gets the experience points for their hits.

Keep a close eye on the spell caster. His Shinestorm spell causes significant damage. Neutralize him as soon as you can.

Keep your archers up top when it's time to move your party. The added height is a big help when you attack, and it also tends to keep them out of harm's way.

This battle will be a long one; be patient and hang in there!

AFTERWARD

You meet Yuri after the battle. He conveys his gratitude to your party for saving him from what would have been certain death.

Hero recognizes Yuri and they greet each other. Hero seems excited to see his old friend. However, Yuri appears to hold back. Reunion time will have to come later, though. For now, it's onward to the town of Sady.

Interlude

The party automatically heads for town to meet again for some more chat. It seems that Yuri is heading for the Mining Prison as well. He was sent by the pope to evaluate some recently discovered holy artifacts

Yuri recognizes Baron Pratau, yet offers to help the group get inside the prison by letting them pose as members of his entourage.

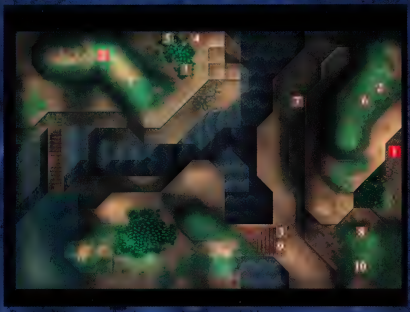
Baron Pratau tries to determine if Yuri knows why he wishes to infiltrate the prison. Yuri does have an idea, because the church has its own spies. In fact, Yuri lets on that his mission is more than it seems on the surface also. His other mission is, most likely, identical to the baron's.

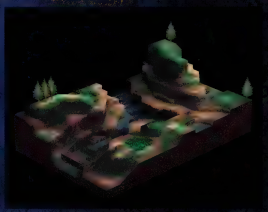
Yuri does keep some secrets to himself, though. He refuses to comment about whether his mission has anything to do with Cardinal Ladorak. Notwithstanding, Baron Pratau accepts Yuri's offer to assist him to enter the prison.

Yuri and Hero have a private conversation once all the business has been taken care of. They speak about old times, and how each other has changed. Yuri seems disappointed in his life with the church. He thought things would be different there, but he quickly realized that the church is no different than the rest of the world. At the end of their conversation you will be at the Town Command Menu.

Speak with the locals at the tavern, and visit the shop to purchase new equipment before moving on. Once you leave town, the path to the Mining Prison is visible.

Battle #16: Barm Mt. Range





Situation

Yuri joins Hero and company for the final leg of the trip to the Mining Prison. However, as they near the prison, they are attacked by a group of bandits.

Strategy

BATTLE STATS

Victory: Destroy all enemies
Defeat: Death of Hero
Recommended Level: 15
Treasure Chest(s):
1. Pickax (V:5 H:14)
Hidden Items:
1. Maracas (V:23 H:8)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Light, Hurricaner, Freeze Ring, Refresher, Blastburn, Shinestorm

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Thief	14	36	36	18	-	N/A	R	-	-	-	-	-	0	Heal Light x3, Poisonar x6
2	Thief	14	36	36	18	-	N/A	R	-	-	-	-	-	0	Darkmison x2, Koolburn x3
3	Thief	14	78	11	34	-	N/A	A	-	-	-	-	-	0	Dervish x5
4	Thief	14	50	17	26	-	N/A	C	-	-	-	-	-	0	N/A
5	Thief	14	50	17	26	-	N/A	C	-	-	-	-	-	0	N/A
6	Thief	14	64	17	26	-	N/A	C	-	-	-	-	-	0	N/A
7	Thief	14	50	17	26	-	N/A	C	-	-	-	-	-	0	N/A
8	Thief	14	80	17	26	-	N/A	C	-	-	-	-	-	0	N/A
9	Thief	14	78	11	34	-	N/A	A	-	-	-	-	-	0	N/A
10	Thief	14	64	17	26	-	N/A	C	-	-	-	-	-	0	N/A

Bounty: 16,000 G

This battle can be rather challenging. Hopefully, you updated your weapons. The upside is that Yuri is with you for help. Use his powerful Healing spell to heal up a whole group of your characters.

Take this group of thieves out first. The spell caster can quickly hurt your whole group.

Organize your party's starting positions to look something like this. Have your spell casters on the left to be close enough for a quick hit on the enemy spell caster. The rest of the party is on the right to avoid the range of enemy spells.

Hold your party in their starting positions while you concentrate on the enemies to the left. If you time things well enough, the chances are high that the other enemies will not move until the left side has been taken out.

Once you have taken those enemies out, move your team up higher on the battle map. Organize the troops well, because you'll have company real soon! You still have one more spell caster to go, and he has a Darkmoon spell that really hurts.

Afterward

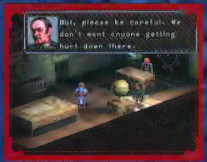
Once you clear the entire map of enemies the battle ends and you return to the world map. Move your cursor over the Mining Prison and head on in.

Interlude

Yuri speaks with the warden as soon as you enter the Mining Prison. Warden Mohosa greets Yuri diplomatically and extends his warm welcome. Yuri gets right down to business and inquires about the holy artifacts.

Unfortunately, Mohosa explains, the prison has encountered a little snag regarding the artifacts. Chief Jailer Samhin steps in to describe the problem. The workers hit a nest of monsters on the fifth level. The monsters have since taken over, forcing the prison to seal off the corridor at level three.

The only way Yuri will be able to examine the artifacts is if the mine corridor were cleared of monsters. Yuri wants to discuss the matter with his colleagues and decide if they should clear out the monsters. This surprises Samhin and Mohosa. However, they allow Yuri to proceed nonetheless.



Yuri returns to speak with Hero and Pratau about the situation. The corridor must be cleared of the monsters, and if they agree to do it, Yuri promises to offer them something in return. Pratau agrees.

After this last scene you see a Town Command Menu. From now on you can treat the Mining Prison as an actual town or a village. You can even leave and then come back later.

If you head into the dungeon you can speak with some of the prisoners. You learn some interesting secrets this way. Head into the mines once you're ready for battle.

Battle #17: Mine Level Three

Situation

In order for Yuri to reach the holy artifacts, the mine must be cleared of monsters. Hero and the group agree to clear out the mines while Yuri does some investigating on his own.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 15
Treasure Chest(s):
1. *Thunder-Ring (V:15 H:20)*
2. *V-Cape (V:9 H:15)*

Hidden Items:
1. *Map #11 (V:13 H:20)*
2. *Philbook (V:9 H:13)*

Necessary Techniques (for Items): Unlock, Searchmark, Blockmake
Recommended Techniques (for Battle): Recovermark, Heal Light, Refresher, Shinestorm, Blockmake, Blockbreak

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
2	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
3	Wing Ant	15	36	10	40	M-Sting	P	W	-	X	O	X	-	-	N/A
4	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
5	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
6	Shoot Ant	15	38	30	40	B-Power	N/A	A	-	X	O	-	-	-	N/A
7	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
8	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
9	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
10	Legion	15	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A

Booty: 18,000 G

Position your characters at the foot of the stairs near the starting area. Keep most of your party in this general area, but send out your archers and spell casters to weaken the enemies on the lower level.

Like the monsters in the Byron Manor Sewers, these Legions use poison. C-potions are a must in this battle.

Except for these two creatures, the majority of the monsters you encounter are Legion Ants.

Have your main force wait until the Legions get close. Exterminate the Legions as they get close enough to damage you, and then wait for the next group.

These two Legions are on the lower level near your starting location. Do some easy damage before they move.

The first group you'll likely encounter comes from the walkway directly facing the stairs. Line up your characters so they face that direction. This makes it easier to guard against the ants' attacks, and it also keeps them from getting behind you.

The second group should be near by the time you finish exterminating the first. This time they come from the opposite direction. Turn your team around and attempt a similar strategy.

Afterward

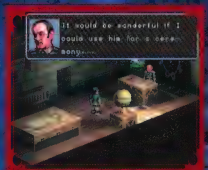
Baron Pratau decides to rest before continuing to the next level. Your party seals off this level so that no monsters can get back in.

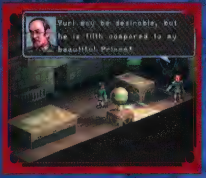
Interlude

We see Yuri wandering down a hallway somewhere in the mines. He eavesdrops outside Warden Mohosa's office and hears a conversation with Sarahin.

The warden has taken a certain interest in Yuri. In fact, the warden would like to use him for one of his ceremonies.

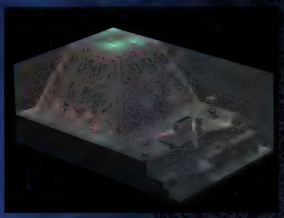
However, before Mohosa elaborates any more, Samhin interjects and reminds him not try anything foolish. After all, if an envoy from the church wound up missing, there would be an outcry.





The warden decides not to pursue Yuri. In his eyes, his "beautiful prince" is a better catch. He retires for the evening.

Battle #18: Mine Level Four



Situation

Hero and company return to battle again after successfully defeating the ant monsters on the mine's third level.

Strategy

BATTLE STATS

Victory: Destroy all enemies
Defeat: Death of Hero
Recommended Level: 16
Treasure Chest(s): N/A
Hidden Items:
1. Hi-Herb (V:21 H:0)
Necessary Techniques (for Items): Searchmark
Recommended Techniques (for Battle): Recoverymark, Heal Light, Refresher, Polar Skewer, Darkmoon, Shinestorm

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Shoot Ant	16	58	20	40	B-Power	N/A	A	-	X	O	-	-	-	N/A
2	Shoot Ant	16	58	20	40	B-Power	N/A	A	-	X	O	-	-	-	N/A
3	Wing Ant	16	50	10	40	M-Sting	P	W	-	X	O	X	-	-	N/A
4	Wing Ant	16	50	10	40	M-Sting	P	W	-	X	O	X	-	-	N/A
5	Legion	16	50	10	40	M-Sting	P	A	-	X	O	-	-	-	N/A
6	Legion	16	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
7	Legion	16	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
8	Legion	16	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
9	Legion	16	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A
10	Legion	16	72	10	40	M-Cutter	P	A	-	X	O	-	-	-	N/A

Booty: 20,000 G

This level can be a real time waster if you're not careful. Your biggest threats are the two Shoot Ants on top of that large rise.

Interlude

At an impressive height of 25 feet, these bad boys can do some real damage!

You can approach this battle in a couple of different ways. The first is to storm right up the rise and take out those Shoot Ants, leaving the Legions trailing behind you. However, there are lots of problems with that strategy. The second, and more logical, strategy is to stay down low and take out the two groups of Legions one at a time.

The Legions are separated into two groups of three.

Focus on the Legion group to the left first. This group is out of the range of the Shoot Ants as long as the fight is contained near the corner of the rise.

Keeping the fight in this corner eliminates the possibility of taking fire from the Shoot Ants unless they come down the rise.

Once you defeat the first group, turn around and wait for the second one. Stay in that corner and hold tight until they arrive. However, you can take pot shots at them with any character capable of attacking at a distance.

The Shoot Ants and Wing Ants begin to creep down the rise once you've defeated the Legions.

After group two is wiped out, you begin to see some activity from up above. Head on up the hill, keeping your party close together for group healing. Chase down those last few critters and you'll be all set.

Afterward

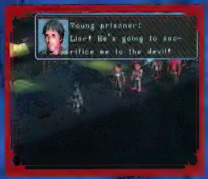
Once again the party decides to rest before continuing. Use this opportunity to save and check your equipment!

It appears that Samhin is up to no good. We see him attempting to abduct a young man to "help the warden." However, the young man is not fooled by this ruse. He knows what happens to people who help the warden–they die!

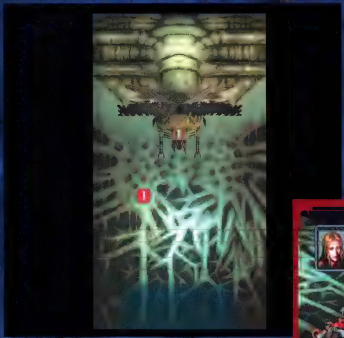
Luckily for the young man, Hero's party arrives just in time to witness some of the incident. The young man pleads for Hero to help him.

Hero demands to know what is going on. Samhin explains that the prisoner needed discipline. However, the prisoner claims that he is about to be sacrificed to the devil.

Samhin, obviously a little unnerved, dismisses the claims as ridiculous and then excuses himself. Hero questions the boy further. Through him we learn that Warden Mohosa dabbles in black magic. He sacrifices good-looking men in some kind of ceremony. As many as five people per month are led away–their mutilated bodies found days later. Oh, and the warden is also rumored to be helped by a person of royalty. Could it be?



Battle #19: Mine Level Five



Situation

Hero and his friends arrive on the fifth floor of the mine after clearing out the monsters from floors three and four. However, here they don't find ordinary monsters, they find the boss.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 17
Treasure Chest(s): N/A
Hidden Items:
1. Hi-Herb (V:3 H:8)
Necessary Techniques (for Items): Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Light, Refresher, Thunderslash, Angelbeat

ENEMY DATA:

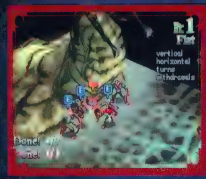
No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	[illegible]	W	H	[illegible]	Skills
1	Boss Ant	19	220	100	0	M-Jaws	N/A	A	-	-	-	-	-	-	Acid Spit x20

Bonus: 22,000 G

Target this square when attacking the Boss Ant.

Although the Boss Ant looks impressive, he is not particularly tough with only 220 HP. Despite the boss's large size, target all your attacks on one square: the tongue-like red thing dangling below its head.

The Boss Ant's attacks are not much to worry about either. You typically see his Acid Spit spell, which covers a lot of space but does little overall damage.



Surround the "tongue" with your troops and continually whack away until the Boss Ant is defeated.

Position your characters with your swordsmen directly next to the tongue and the archers back a couple of spaces.

Afterward

With the boss out of the way, the path is now clear to reach level six. The party quickly leaves to inform Yuri.

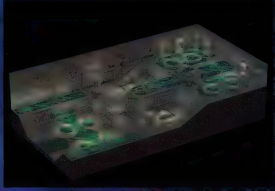
Interlude

The party meets with Yuri to discuss what each has discovered. Hero reports that the underground passage to level six is now free of monsters.

Yuri reports what he has found about the warden's secret ritual chamber. This confirms the rumors they've been hearing about Mobosa. He also reports that a noble is said to be imprisoned there. Yuri concludes that the noble is indeed King Franz.

Baron Pratau decides to come clean with Yuri and he explains what he's up to. Yuri assures him that he won't interfere with Pratau's plan. Yuri decides to visit the artifacts and the party is invited to go with him.

Battle #20: Mine Corridor #27



Situation

In order to glimpse the ancient artifacts, Yuri must visit the sixth floor of the mines. Hero and the rest of the party go along to observe. However, what was a sight-seeing mission turns into battle when Vlad glimpses some writing that Yuri reads aloud.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 19
Treasure Chest(s):

1. *Goblin Shield (V:14 H:24)*
2. *B-Insect (V:0 H:24)*

Hidden Items: N/A
Necessary Techniques (for Items): Unlock, Blockmake
Recommended Techniques (for Battle): Recovermark, Heal Light, Refresher, Thunderslash, Angelbeat, Blockmake

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Guardian	18	80	60	48	Wizrod	N/A	A	-	-	-	-	-	-	Angelbeat x4, Heal Light x4
2	Guardian	18	80	60	48	Wizrod	N/A	A	-	-	-	-	-	-	Shadbeam x4, Darkness x4
3	Guardian	18	80	60	48	Voisier	N/A	A	-	-	-	-	-	-	Dragonstab x3
4	Guardian	18	80	60	48	Voisier	N/A	A	-	-	-	-	-	-	Dragonstab x3
5	Guardian	18	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	Dervish x30
6	Guardian	18	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	Dervish x30
7	Guardian	18	80	60	48	Hi-boom	N/A	A	-	-	-	-	-	-	N/A
8	Guardian	18	80	60	48	Hi-boom	N/A	A	-	-	-	-	-	-	N/A
9	Guardian	18	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A
10	Guardian	18	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A

Booty: 23,000 G

You may have to split up your party during this battle. At the beginning, stay in the starting locations and attack the enemies only as they arrive.

After you've dispensed with the first four Guardians you should have a turn or two before the next ones arrive. Use this opportunity to position your characters properly for the next wave. I recommend that you separate your groups into two teams. (Modify this tactic depending upon your party customization). Place two swordsmen side-by-side on the upper level just above the staircase. This effectively blocks the enemies from advancing any farther. Behind the swordsmen, place one archer. On the level below, place a spell caster for healing and attacking.

Cut off the enemies' advance by blocking the upper level. The archers and spell caster behind the front lines provide support.

If you do this on both sides you will have an excellent defensive front in place. As the next wave approaches you must break formation to attack. This is OK because the wave consists of only one Guardian per side. Just remember to move back into position for the next one.

The third wave uses distance weapons. Utilize the spell caster and archers. Hit the third wave with the best you've got and use the swordsmen as backup.

The fourth (and final) wave consists of two spell casters. Advance your troops to meet them halfway. Use whatever you've got left–spare no expense!

Afterward

After the battle, your party stands around a platform that rose from the ground earlier. A book rests atop the platform. This book is what the Guardians were protecting.

Yuri grabs the book and is excited to find that it was written by St. Nirvath himself. However, just then, Pratau hears some commotion from above. The party leaves to investigate.

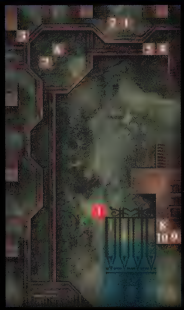
Interlude

A prison riot is in full swing from the earthquake. This is the party's chance to rescue King Fraaz during all the confusion.

Baron Pratau worries that Yuri's involvement may cause diplomatic problems. However, Yuri dismisses the notion. He leads them to the secret ritual chamber used by Mahosa.

To reach the chamber you must select Move To from the Town Command Menu Menu. Select Chamber next and you'll be on your way.

Battle #21: Mohosa's Secret Chamber



Situation

Yuri leads the party to Mohosa's Secret Chamber just as a riot breaks out among the prisoners. It's time to rescue King Franz. However, Mohosa does not intend to give up his lovely prince without a fight.

Strategy

BATTLE STATS

Victory: Defeat Chief Jailer Samhin
Defeat: Death of Hero
Recommended Level: 20
Treasure Chest(s): N/A
Hidden Items:
1. C-potion (V:7 H:7)
Necessary Techniques (for Items): Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Light, Refresher, Blockmake, Angelbeat, Thunderslash, Boltstrike

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon attribute	AC	F	I	T	W	H	D	Skills
1	Mohosa	20	226	60	100	Carvera, Kite Shield	N/A	C	-	-	-	-	X	-	Dragonfire x6, Double Slash x13
2	Samhin	20	206	60	90	Wizrod, Kite Shield	N/A	C	-	-	-	-	-	-	Blizzard x3
3	ENSoldier	19	64	78	25	Wizrod, Kite Shield	N/A	R	O	-	X	-	-	-	Darkness x6, Heal Light x5
4	ENSoldier	19	70	25	38	B-Power	N/A	C	O	-	X	-	-	-	N/A
5	ENSoldier	19	102	13	50	Falcyon, Kite Shield	N/A	A	O	-	X	-	-	-	N/A
6	ENSoldier	19	102	13	50	Falcyon, Kite Shield	N/A	A	O	-	X	-	-	-	N/A
7	ENSoldier	19	70	25	38	B-Power	N/A	C	O	-	X	-	-	-	N/A
8	ENSoldier	19	102	13	50	Falcyon, Kite Shield	N/A	A	O	-	X	-	-	-	N/A
9	ENSoldier	19	102	13	50	Falcyon, Kite Shield	N/A	A	O	-	X	-	-	-	N/A
10	ENSoldier	19	102	13	50	Falcyon, Kite Shield	N/A	A	O	-	X	-	-	-	N/A

Booty: 24,000 G

Make no mistake–this battle is tough! The objective is to defeat Chief Jailer Samhin. He's not so easy to get to, however.

Throw some spells at these guys while they're all standing next to each other.

Hang out at the edge of the starting area and try to take out the small group of swordsmen up on the right. Weaken them up as much as you can before ending the turn. However, don't chase them...let them come to you.

By the time you've defeated the swordsmen, the archers on the upper passageway to the left should be nearby. Use your spell casters against them. Hide the rest of your party in the area to the right of the ledge. This area is outside the range of the archers. Check their weapon range if you need help figuring out where this location is.

The enemy spell caster heals the archers and the swordsmen from time to time. However, he can only cast six spells before he runs out of MP. After that, you're home free!

Once you've taken care of everyone except Mohosa and Samhin, it's time to head up the stairs and ledges to reach them. Take your time and be patient here. The one to watch out for is Mohosa, as he has a gruesome Dragonfire spell that can attack whole groups of your party. Remember that all you have to do is defeat Samhin to finish the round off.

Afterward

The rioting prisoners come up behind the party as soon as you defeat Samhin. Hero orders everyone to remain where they are to keep the escape route secure while he goes ahead to check on the king.

Interlude

Hero enters the secret chamber to rescue Franz, but he finds him in some sort of a trance.

Hero is unable to snap him out of it before Pratau enters the room.

Pratau is eager to leave because the rest of the group has secured the escape route for the time being, but they must hurry.

Hero fills Pratau in on the king's condition, however it seems that he knows already. The baron refuses to explain right now and decides it's best to leave immediately.

The scene fades and we read:

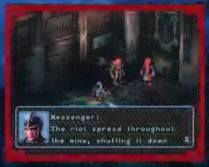
As the chaos of the riot raged, I wielded my sword like a blood-soaked demon. My only thought was to escape the forsaken dungeon.

I cut down all those who got in my way, be they prisoners or guards.

I couldn't think...I couldn't let myself think. It would have meant losing everything I believed to be true.

As I fought, the king stood mute, oblivious to the gory pandemonium. His eyes, dead and devoid of light, witnessed nothing....

A messenger speaks with Cardinal Ladorak about the incident in the mines. During the riot, tremendous damage occurred. It will take at least three years to fully restore everything. Additionally, Warden Mohosa is missing.



The Cardinal is concerned that the West might discover this. Because it is well known that the East relies heavily on the mine to fund the war effort, the West could use this opportunity to attack en masse.

Ladorak issues a gag order to control this information before dismissing the messenger to speak with Jacob. Though the cardinal hates to do it, they will have to borrow more funds from Vernantze to continue the war.

They need a quick way to end the war. However, this will require royal approval from King Nicola who is still in bed. They discuss the type of leader Nicola has become. The cardinal doubts his ability to lead, while Jacob recognizes that he had a tremendous spirit when East Natra was founded. That spirit, however, has become lost these last few years.

Jacob suggests that Ladorak become king in Nicola's place. We also learn that Ladorak saved Jacob as a child and this is the root for Jacob's loyalty to him. Jacob would gladly lay down his life for Ladorak.

Though Jacob's words give Ladorak courage, he can't succeed Nicola now. To win the hearts of the masses you must have royal lineage. However, Ladorak recognizes that things must change...he just does not know how.

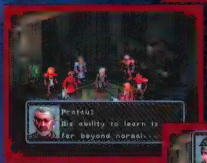
Now look in on Hero and the rest of the gang with King Franz. Hero thinks it's time for Pratau to explain about the king's condition. Pratau explains that the king probably became this way before the war and before Agatha and Ladorak's joint rule fell apart.

At the time, Agatha ruled the land with King Franz as her puppet. However, over time Franz began exhibiting extraordinary talents as king. Agatha worried that her power would erode as the king grew older.

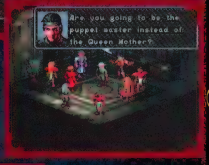
Agatha could not murder Franz, her only son. Instead, she killed his soul with black sorcery and poison.

Pike brings up a good point: why didn't anybody notice? Pratau explains that Agatha's spell is incredibly evil. He then demonstrates by approaching Franz and asking for the coronation speech.

Remarkably, Franz rises from his seat and begins to recite. Pratau explains that Franz can recite speeches from memory and can also be made to fight, dance, or even speak foreign languages. Of course, these things must be taught to him first, and then they must be triggered.



Hero is disgusted by what is taking place before him. He thinks Pratau intends to become the puppet master himself.

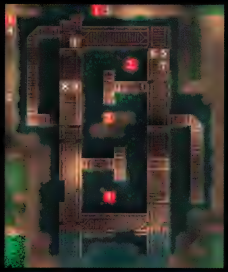


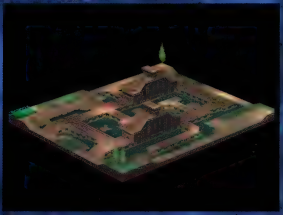
This is exactly what Pratau intends. However, he wants to establish a system where all Natra people could ask the king to do these things–a constitutional monarchy so to speak.

Hero is not completely convinced, so Pratau asks him to do what he was instructed to earlier if things did not work out: kill the baron and the king. Hero declines because he wishes to observe more.

They head for the port of Aposs to find a ship. Before they go, Yuri thinks about the book they found in the mines.

Battle #22: Killea Bog





Situation

With King Franz in tow, the party heads for Aposs Village in search of a boat. However, they have to travel through Killea Bog first.

When they reach Killea Bog they encounter East soldiers looking for prison rioters.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 20
Treasure Chest(s):
1. *Naiguma (V:0 H:22)*
2. *Magibook (V:9 H:13)*

Hidden Items:
1. *X-Boom (V:8 H:23)*
2. *Map-4 (V:11 H:18)*
3. *Map-A (V:9 H:6)*

Necessary Techniques (for Items): Winged Armor, Unlock, Blockmake
Recommended Techniques (for Battle): Recovermark, Heal Up, Refresher, Blockmake, Angelbeat, Boltstrike

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AL	F	I	T	P	H	D	Skills
1	ENSoldier	20	48	78	25	Eye-Rod	N/A	R	O	-	X	-	-	-	Dragonbreath x4, Healing x26
2	ENSoldier	20	48	78	25	Eye-Rod	N/A	R	O	-	X	-	-	-	Heal Up x5, Refresher x20
3	ENSoldier	20	86	13	50	B-Power	F	A	O	-	X	-	-	-	N/A
4	ENSoldier	20	100	13	50	Rapier, Buckler	F	A	O	-	X	-	-	-	N/A
5	ENSoldier	20	100	13	50	Rapier, Buckler	N/A	A	O	-	X	-	-	-	N/A
6	ENSoldier	20	86	13	50	B-Power	F	A	O	-	X	-	-	-	N/A
7	ENSoldier	20	100	13	50	Rapier, Buckler	N/A	A	O	-	X	-	-	-	N/A
8	ENSoldier	20	70	25	58	Clawhook	N/A	E	O	-	X	-	-	-	N/A
9	ENSoldier	20	70	25	58	Clawhook	N/A	E	O	-	X	-	-	-	N/A

Bounty: 25,000 G

Position your characters along the wooden walkways.

This battle map has a number of interesting obstacles that you can use to your advantage. At the onset, divide your party between the ends of the two wooden walkways. Place your archers to the right and directly at the front. Once the battle begins, quickly move them to the raised platform just ahead. The extra height comes in handy.

Your archers are ready to reach the top of the platform before the enemy does–fire at will.

Be especially cautious around the second spell caster. His Dragonbreath attack is devastating.

The enemies may retreat and regroup during your attack. Follow them and continue to take out as many as possible.

Both your teams will meet enemies somewhere in the middle of the map. Eliminate them quickly and methodically before the support troops along the side help them. Be especially careful when you see their spell casters. They may heal whatever damage you've inflicted.

Staging a battle on two different fronts can be a daunting task at times. However, if you came prepared, you should do fine.

Afterward

After the battle your party returns to the world map. You can continue to the next battle, Mastha Canyon, but first check your equipment and return to Sady Town for any necessary supplies.

Interlude

Head for Mastha Canyon when you're ready. When you arrive, Yuri speaks about growing up in Polata Village.

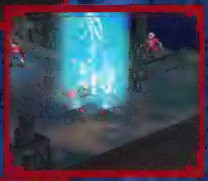
Vlad realizes that Hero is not with the group. Yuri speculates that he must have gone to Polata without knowing that the village was destroyed shortly after the war began. Nothing is left.

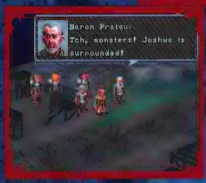
Hero approaches the war-torn village. He is very surprised by what he finds.

A woman approaches and is surprised to find Hero there. She's Princess Adele, Hero's childhood friend.

The friar's guards enter just in time and use a spell to leap out of the area with the princess.

Friar Mahler enters the screen. He is pleased to find the princess safe but is wary of Hero. However, before they can set everything straight, monsters surround them.





Hero has his own friends, however. They arrive just in time to help him out.

Battle #23: Ruins of Polata

Situation

Monsters in the ruins of Polata Village surround Hero after Princess Adele escapes with Friar Mahler. Fortunately for Hero, his friends arrive just in time to help.

Strategy

Battle Stats

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 21
Treasure Chest(s):
1. Angelred (V:8 H:15)
2. E-Punch (V:12 H:0)
Hidden Items:
1. G-Coater (V:18 H:0)
2. C-Heels (V:0 H:0)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Angelbeat, Blockmake, Purifier, Holymark

Enemy Data:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Guardian	21	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A
2	Guardian	21	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A
3	Guardian	21	96	60	48	Billin, Kite Shield	N/A	A	-	-	-	-	-	-	N/A
4	Guardian	21	96	60	48	Billin, Kite Shield	N/A	A	-	-	-	-	-	-	N/A
5	Killbeetle	21	62	14	50	Sai	N/A	W	-	-	-	X	X	O	N/A
6	Skeleton	21	74	26	98	Hi-Boom	N/A	C	-	-	-	-	X	O	N/A
7	Guardian	21	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A
8	Killbeetle	21	62	14	50	Sai	N/A	W	-	-	-	X	X	O	N/A
9	Guardian	21	94	60	48	Billin, Buckler	N/A	A	-	-	-	-	-	-	N/A
10	Killbeetle	21	62	14	50	Sai	N/A	W	-	-	-	X	X	O	N/A
11	Skeleton	21	74	26	98	Hi-Boom	N/A	C	-	-	-	-	X	O	N/A

Booty: 26,000 G

Hero is isolated during the opening turns of this battle.

Hero is stranded at the map's center when this battle begins. Get him back to the team and out of harm's way as soon as possible. If Hero is not wearing wings he'll have to use the stairs on either side of the upper ledge where your party is.

Spread out near the two staircases leading to the upper ledge. Leave some people in the center to attack the Killbeetles as they approach.

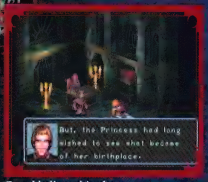
This battle becomes much easier once Hero is safe. Stay on the upper ledge and wait for the enemies to come to you.

Afterward

After the battle, the rest of the group scolds Hero for being so reckless. He apologizes, but doesn't tell them about Adele or the friar.

Interlude

Friar Mahler appears before Graud and Godard. He is severely reprimanded. If the princess had been hurt there would have been...trouble.



Mahler apologizes and explains that the princess had only wished to see what had become of her birthplace.

Graud believes his pleas for forgiveness and calls off Godard. Godard is not pleased, but he obeys nonetheless.

Graud understands why Adele wished to get out. The Byrons have been forced into hiding. They are waiting for the right moment to present Princess Adele to a suitable faction.

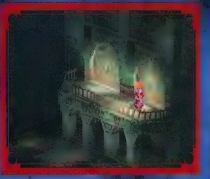
Graud has grown increasingly frustrated living in hiding these past seven years. His patience is wearing extremely thin. He even ponders whether the old letter Godard found is true.

Finally we learn some of contents in that letter. Adele may be the daughter of King Zekras. Godard assures Graud that the letter is genuine. Knowledgeable followers have verified the handwriting. Princess Adele has a rightful claim to Natra's throne.

This is all well and good, but Graud still isn't convinced it's true. Why should he trust Godard any more? After all, he never mentioned that he was the leader of the Kudur Cult, a 150-year old off-shoot of the Nirvathian religion.

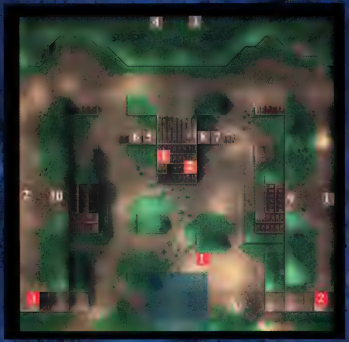
The scene shifts to Adele standing on a balcony. Adele wonders if the man she saw in the village was really Hero. Then Mahler calls her back inside.

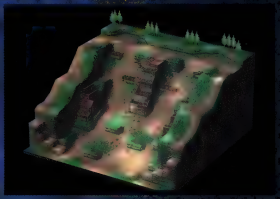
Mahler believes that Adele can save the Kudur Cult from being forced into hiding. Adele does not believe she can do all the things people think she can.



Return to the world map. All the areas from the prologue have reappeared on the map.

Battle #24: Dybosa Ridge





Situation

Hero's party reaches Dybosa Ridge, the last leg in their journey to Aposs Village. Soldiers are ready to battle it out with them again.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 23-24
Treasure Chest(s):
1. Pickax (V:14 H:17)
2. Stoneye (V:17 H:16)
Hidden Items:
1. Hint-7 (V:18 H:7)
2. W-Cape (V:30 H:3)
3. Beacon (V:1 H:3)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Holymark, Angelbeat, Blockmake, Switcher

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	ENSoldier	22	58	82	27	Angelrod	N/A	R	O	-	X			-	Blizzard x4, Heal Light x7
2	ENSoldier	22	58	82	27	Angelrod	N/A	R	O	-	X	-	-	-	Dragonbreath x4, Heal Light x
3	ENSoldier	22	82	15	55	Falkata, Buckler	N/A	W	O	-	X	X	-	-	N/A
4	ENSoldier	22	82	15	55	Falkata, Buckler	N/A	W	O	-	X	X	-	-	N/A
5	ENSoldier	22	109	14	55	Falkata, Buckler	N/A	A	O	-	X		-	-	N/A
6	ENSoldier	22	95	14	55	B-Iron	N/A	A	O	-	X		-	-	N/A
7	ENSoldier	22	95	14	55	B-Iron	N/A	A	O		X	-	-	-	N/A
8	ENSoldier	22	109	14	55	Falkata, Buckler	N/A	A	O	-	X	-	-	-	N/A
9	ENSoldier	22	80	27	42	Sai	N/A	C	O	-	X	-	-	-	N/A
10	ENSoldier	22	80	27	42	Sai	N/A	C	O		X	-	-	-	N/A

Booty: 27,000 G

This one's going to be an uphill battle! The terrain gives the enemy archers an incredible range of fire. Always check their range before making your move.

This is a long and torturous battle. There are several ways up the hill, but it's best to head right up the middle unless your party is capable of scaling impressive heights.

The enemy archers can't reach the space immediately behind the outcropping. Hunker down here for protection.

As you move up, use the outcroppings for protection. Place the weakest of your team there until you can move them again. Of course, this only protects you from archers, not spell casters.

This battle is very difficult. Don't try to impress your friends–just get to the goal regardless of casualties.

Afterward

After the battle your party is returned to the world map where it can finally enter Aposs Village.

Interlude

When the party arrives at Aposs, it discusses the situation. Gilti arrives to inform the group that he has arranged for a ship. Getting the ship was not a problem but the departure permit took some extra legwork because security has been increased recently.

The group's next destination is the trading city of Naska. In Naska, they'll seek Duke Lorentz Kleuth, governor of the region. He should be able to protect them.

Yuri has heard of Duke Kleuth before. He is from the powerful Kleuth Clan and is one of the most respected leaders of East Natra. However, the baron and the duke have been good friends since childhood. The baron knows Lorentz to be a man of great integrity and figures that he will go along once he knows the situation. Besides, three months ago he sent an envoy to Lorentz and received his approval.

Gilti wants to know what Yuri's plans are. Yuri explains that while examining the document from the mine, he discovered that some artifacts are nearby. These artifacts may shed some light on St. Nirvath. The closest artifact is on Zabu Island. Yuri intends to continue his survey there.

Zabu Island is on the way to Naska so the baron asks Yuri to remain with them. Yuri accepts and the party is on its way once more!

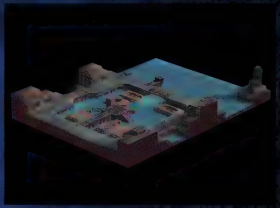
After the conversation you appear at the Town Command Menu for Aposs Village. Depart the village and head for Aposs Port whenever you're ready.

When you reach the port you meet at the boat to finalize the terms. Gilti wants to make sure that the sailors understand the route. The party wants to go to the city of Naska by way of Zabu Island, and the crew is not to speak of them once they arrive.

However, before the group is able to make a silent getaway, Warden Mohosa shows up with some soldiers. He's followed the group all this way to collect "his prince."

The black-marketers get upset over the presence of the soldiers and raise anchor with Yuri and King Franz onboard. This leaves your party stranded with the soldiers and Mohosa.

Battle #25: Aposs Port



Situation

Mohosa shows up with soldiers, causing the boat to flee with Yuri and Franz onboard. Mohosa, furious over Franz's departure, takes his frustration out on the remainder of the party.

Strategy

BATTLE STATS

Victory: Defeat Warden Mohosa
Defeat: Death of Hero
Recommended Level: 24
Treasure Chest(s):
1. Tower Shield (V:20 H:30)
2. Tower Shield (V:22 H:0)

Hidden Items:
1. F-Socks (V:20 H:30)
2. G-Cap (V:20 H:21)

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Anti-sleep, Switcher, Blockmake, Blizzard

Enemy Data:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	Ⓐ	Ⓕ	Ⓘ	Ⓛ	Ⓦ	Ⓓ	Ⓓ	Skills
1	Mohosa	24	380	75	108	Executer, Tahurl	T		Γ				X	-	Dragonfire x8, Triple Sword x12, Ax Vortex x12
2	ENSoldier	23	98	82	27	Angelrod	N/A	R	Ø	-	X	-	-	-	Dark Cloud x4, Heal Light x7, Refresher x7
3	ENSoldier	23	98	82	27	Angelrod	N/A	R	Ø	-	X	-	-	-	Sleeper x4, Heal Light x7
4	ENSoldier	23	109	14	55	Falkata, Buckler	N/A	A	Ø	-	X	-	-	-	N/A
5	ENSoldier	23	109	14	55	Falkata, Buckler	N/A	A	Ø	-	X	-	-	-	N/A
6	ENSoldier	23	80	27	42	B-Hunter	N/A	C	Ø	-	X	-	-	-	N/A
7	ENSoldier	23	82	15	5	Falkata, Buckler	N/A	W	O	-	X	X	-	-	N/A
8	ENSoldier	23	82	15	5	Falkata, Buckler	N/A	W	Ø	-	X	X	-	-	N/A
9	ENSoldier	23	109	14	55	Falkata, Buckler	N/A	A	Ø	-	X	-	-	-	N/A
10	ENSoldier	23	80	27	42	B-Hunter	N/A	C	Ø	-	X	-	-	-	N/A
11	ENSoldier	23	109	14	55	Falkata, Buckler	N/A	A	O	-	X	-	-	-	N/A

Booty: 13,275 G

Sometimes the soldiers surround Mohosa to protect him. Weaken them before you attempt to breach the line.

With a little luck you'll surround him. Hurry to defeat him before the other troops arrive!

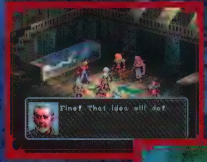
AFTERWARD

Mohosa escapes once you defeat him. However, before he leaves he vows to torture you...one day.

Interlude

The party returns to the village to discuss what to do next. Gilti feels entirely responsible for what happened. The party hopes that Yuri can deliver Franz to Naska safely.

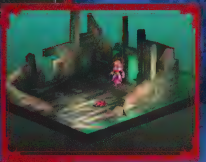
Now the party needs another way to get to there. Hero comes up with a plan to swing up to Yuggor and head to Naska from there. The idea is extremely risky, but because it would be an unexpected move, the party decides to go for it.



The scene switches to Adele and Mahler walking along a road. The princess is in good spirits because she looks forward to seeing the children.

Adele's day quickly turns sour, however, as Mahler spots smoke in the distance, in the direction of the orphanage. They arrive to find the orphanage in ruins.

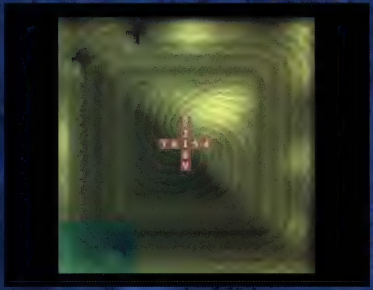
Adele cannot sit idly by and watch people suffer. She wants power–the power to protect people from such suffering.

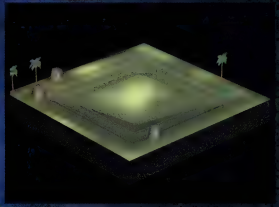


Godard appears with several monks. He overhears the princess's little speech and is rather impressed. He uses the opportunity to manipulate Adele into using the Kudur Cult as the means of her power. He pledges the lives of the cult members to fulfill her dream.

Return to the world map. The path to Yuggor is now available.

Battle #26: Tehapi Dunes





Situation

Hero's party is taking an alternate route to Naska. Along the way through the Tehapi Dunes they encounter a hideous-looking creature.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 24
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Heal Up, Refresher, Cure, Blizzard

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	NC	F	I	T	W	H	D	Skills
1	Q. Body	25	300	30	80	M-Teeth	D	A	O	X	-	-	-	-	Firaderma [illegible]
2	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
3	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
4	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
5	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
6	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
7	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
8	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A
9	Q. Arm	24	104	15	60	M-Claw	D	A	O	X	-	-	-	-	N/A

Booty: 29,000 G

Meet your opponent: a hideous crab-like creature with eight arms.

Think of each arm as an individual enemy. Each arm carries 104 HP and can move beneath the sand. Unfortunately, this means that they have a free range of mobility. At least they can't cast anything. Take them out one at a time.

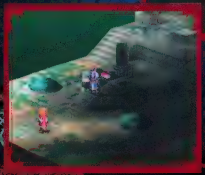
These arms hit you with a poison blow. Have some C-potions or the Cure technique handy.

The Q. Body enemy is slightly more complicated but just as easy. Q. Body weighs in at 300 HP. Watch out for his Firedance technique. Move your guys in as soon as you can and whale away until he's done for.

The Firedance technique is a favorite for Q. Body

Interlude

We look in on the Zabu Island relics and find Yuri with Franz examining the area. Yuri recites a few verses, and then an earthquake hits, just as before.



A book appears on the platform. Yuri eagerly grabs it and is surprised to read that St. Nirvath was the destroyer of the world.

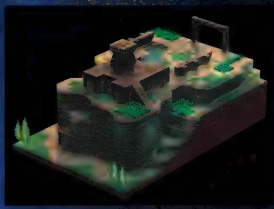
Suddenly, King Franz begins having some sort of an episode. Just then, a man's voice speaks and Godard appears. Godard

describes Yuri's mission to gather evidence against Cardinal Ladorak to have him excommunicated. Godard interprets this to mean that Pope Pir 12 must not have long to live.

Yuri attempts to resist Godard's probes of his mind. However, Godard proves to be a better spell caster and he

dissolves Yuri's spell. He leaves as quickly as he came.

Battle #27: Liuki Checkpoint



Situation

The party encounters Liuki Checkpoint just before they reach Yuggor. They were not expecting this, but because they cannot turn back at this point, they'll have to take the checkpoint and make it appear as though bandits did it.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 26
Treasure Chest(s):
1. *Ancient Shield (V:15 H:23)*
2. *Puggio (V:4 H:3)*

Hidden Items:
1. *Hint-8 (V:6 H:16)*
2. *L-Slab (V:5 H:16)*
3. *Urn (V:7 H:8)*
4. *Philbook (V:5 H:4)*

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark, Blockmake
Recommended Techniques (for Battle): Recovermark, Heal Up, Refresher, Switcher, Blockmake, Dark Cloud

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	SA	F	S	I	W	H	D	Skills
1	ENSoldier	25	60	98	31	Angelrod, Angelrod	N/A	R	D	-	X	-	-	-	Heal Light x8, Poisonx x16, Dragonbreath x5, Dark Cloud x4
2	ENSoldier	25	60	98	31	Angelrod, Angelrod	N/A	R	D	-	X	-	-	-	Heal Light x8, Poisonx x16, Refresher x12, Angelbeat x7
3	ENSoldier	25	83	30	46	B-Iron	N/A	C	O	-	X	-	-	-	N/A
4	ENSoldier	25	83	30	46	Falkata	N/A	C	O	-	X	-	-	-	N/A
5	ENSoldier	25	83	30	46	Falkata	N/A	C	O	-	X	-	-	-	N/A
6	ENSoldier	25	70	16	61	Trident	N/A	W	O	-	X	X	-	-	N/A
7	ENSoldier	25	70	16	61	Trident	N/A	W	O	-	X	X	-	-	N/A
8	ENSoldier	25	108	16	61	Falkata	N/A	A	O	-	X	-	-	-	N/A
9	ENSoldier	25	108	16	61	Falkata	N/A	A	O	-	X	-	-	-	N/A
10	ENSoldier	25	108	16	61	B-Iron	N/A	A	O	-	X	-	-	-	N/A

Booty: 29,000 G

The enemy is divided into a few different teams. However, at the beginning of the battle you only see activity from a couple of them. The left team consists of one archer and two swordsmen equipped with simple-type armor. The right team consists of one archer and two soldiers equipped with armor-type armor. One spell caster supports each team.

The left team

The right team

The left side of the map contains cliffs that most of your characters can't scale. Rather than split up your team, send everyone over to the right side of the map and head up that way.

This cliff is too steep for most of your team to climb.

The right team comes down the right side of the cliff just as you are coming up. However, don't give their archer the chance to attack you so easily. Hang tight at the bottom of the cliff and wait for the enemies to come to you. This reduces the amount of damage from their archer and also gets them farther away from their spell caster's healing technique.

Position your characters carefully, then wait for the right team to arrive.

The left team may join you down below. Quickly finish off the right team to avoid a battle on both sides.

The wing-type soldiers make their appearance once you've taken out enough of their comrades.

After you've defeated most of the left and right teams, the wing-type soldiers slowly start to creep down toward you. Notice which way they're headed—especially if your party is split up.

The spell casters are probably still around as well. Hopefully, they've spent most of their MP.

Interlude

We see Commander Jacob speaking with a soldier in a dungeon hallway. It seems that the soldier, Manon, has captured Warden Mohosa and he is being held just down the hall.

The warden has sustained many injuries. He is to be tortured and hang for abandoning his post at the Mining Prison. Jacob wants to know why Mohosa did not report to him after the riot broke out. Mohosa does not even try to explain himself; he just babbles about Franz.

The scene fades to imply that Mohosa explained the whole situation about King Franz to them. This shocks Jacob and the others, and they become even angri-

er with Mohosa for keeping this from them the whole time.

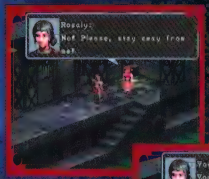
Jacob leaves to inform the cardinal in Yuggor about this latest discovery. However, before he goes, he leaves explicit instructions not to kill Mohosa while he's gone. We return to the world map after he leaves the hallway.

Head for Yuggor now. A brief conversation will ensue once you arrive and then you're free to explore. This city has a shop, a tavern, and an inn. Head for the inn last because it's the event point to continue the story. When you get to the inn, peer pressure leads Hero and the other men of the group to a local pub in the city.

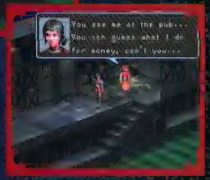
Meanwhile, at Ladorak's office, Jacob informs the cardinal of the situation with Mohosa. The cardinal is surprised by the news but takes it in stride. Jacob wants to capture the group responsible right away, but the cardinal needs to discuss it with Nicola first.

A messenger informs the cardinal that King Nicola cannot be found anywhere in the palace.

The scene shifts back to Hero and the rest of the men in the Adults Only Pub at Yuggor. After some initial conversation we discover that Rosaly, Hero's sister, works at the pub. Hero recognizes Rosaly, but once she realizes who he is, she runs out to the back alley.



Hero follows her into the alley, but she is ashamed that her big brother has seen her lifestyle. Just then, the bouncer comes outside to see what is happening. Surprisingly, the bouncer turns out to be Clive.



Hero becomes angry with Clive for letting Rosaly live this lifestyle. Clive and Hero exchange a few insults before Rosaly calms them down. Clive and Rosaly head back inside, leaving Hero to dwell on his own thoughts.

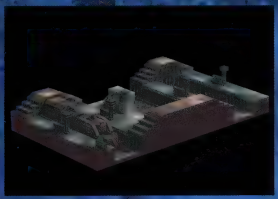
However, Hero's thoughts will have to wait. Commotion from inside the pub interrupts him. Someone is trying to pass himself off as King Nicola and do a quick dine-and-dash on the pub owner. He gets tossed out of the pub. Oddly enough, he actually is the king.

Hero and Nicola greet each other and catch up on old times. Hero seeks some reassurance from Nicola. After all, it was Nicola who taught Hero to believe in his dreams. Hero needs to hear this from him again. However, Nicola now sings a different tune.

The next day, the baron reports that he has found a different way to Naska. There's no time to explain—the party must leave immediately.

Depart the capital city and you will return to the world map. You'll spot three additional locations on the map—the route to Naska City. The first location, Yuggor Station, is your next stop.

Battle #28: Yuggor Station



Situation

Baron Pratau's plan is to use the East's rail system to reach Naska. However, when they reach Yuggor Station they encounter Commander Jacob's lieutenant, Jamir. The party is caught, for now, in Jacob's trap.

Strategy

BATTLE STATS

Victory: Defeat Jamir
Defeat: Death of Hero
Recommended Level: 27
Treasure Chest(s):
1. *Ringrod (V:0 H:28)*
2. *Tower Shield (V:14 H:15)*

Hidden Items:
1. *Runners (V:7 H:28)*
2. *Shades (V:13 H:17)*

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark, Blockmake, Blockbreak
Recommended Techniques (for Battle): Recovermark, Heal Up, Blockmake, Blockbreak, Solidstate, Slash

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	M.	F	E	T	W	H	D	Skills
1	B. Knight	26	79	17	62	Trident	N/A	W	-	O	-	X	-	-	Trackfire x1
1	Jamir	27	300	80	120	Assassin, E-Punch	F, P	C	-	-	-	-	-	-	Double Slash x28, Zero Dash x4
3	B. Knight	26	87	100	32	Miramace	N/A	F	-	O	-	-	-	-	Dark Cloud x5, Blizzard x5, Reflender x5, Heal Up x5
4	B. Knight	26	76	17	62	Trident	N/A	W	-	O	-	X	-	-	N/A
5	B. Knight	26	76	17	62	Trident	N/A	W	-	O	-	X	-	-	N/A
6	B. Knight	26	85	31	47	Falkata	N/A	C	-	O	-	-	-	-	N/A
7	B. Knight	26	85	31	47	Falkata	N/A	C	-	O	-	-	-	-	N/A
8	B. Knight	26	126	17	62	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
9	B. Knight	26	126	17	62	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
10	B. Knight	26	126	17	62	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
11	B. Knight	26	126	17	62	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
12	B. Knight	26	126	17	62	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
13	B. Knight	26	110	17	62	B-Hunter	N/A	A	-	O	-	-	-	-	N/A

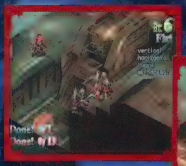
Reign: 30,000 G

This battle map is oriented a little differently. Because this is a train station, you have tracks to cross and a train to scale. However, from your starting location, the path to the other side of the map takes you down to each end of the platform and across walkways over the tracks to the next area–just like a real station.

The enemy is divided into four teams, with Jamir making the fifth team.

Team one.

Team two.



Team three.

Team four.

Team five

You encounter team one first, on the next platform over from your starting position. This team consists of one archer and two swordsmen. Stand fast near your starting position and wait for them to come to you.

Initially, the other teams hold back while you take on team one. Team two is up to bat next, and at some point these three swordsmen begin moving forward. Use the same method you used with team one. However, your characters will be better positioned if you line them up along the top of the stairway bridge.

Team three consists of two swordsmen and one spell caster. This team shows up very soon after team two does, so you may not have time to completely defeat team two before it arrives. Concentrate your attacks on the team's spell caster as soon as possible to avoid damage from his offensive techniques.

As you begin to defeat more and more of the enemies, you'll notice movement from teams four and five. Jamir, the only member of team five, typically starts moving first. However, team four can catch up quickly thanks to their wing-type armor.

Fighting Jamir can be fairly difficult because of his Zero Dash spell. The battle ends as soon as you defeat Jamir.

AFTERWARD

After the battle, your party returns to the world map. You are free to continue to the East Railroad.

Battle #29: East Railroad

Situation

The party boards a train headed for Naska and appears to be making good time. Unfortunately, Manon pulls up alongside their train on a train of her own.

Strategy

BATTLE STATS

Victory: Defeat Manon
Defeat: Death of Hero
Recommended Level: 27
Treasure Chest(s): N/A
Hidden Items:
1. Bullion (V:2 H:32)
Necessary Techniques (for Items): Winged Armor, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Blockmake, Blockbreak, Slash, Solidstate

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	B. Knight	27	73	100	32	Witchrod, Kite Shield	N/A	R	-	O	-	-	-	-	Dark Cloud x5, Heal Up x6
2	Manon	28	416	50	150	Triple Knife, Kite Shield	I, R x2	A	-	-	O	-	-	-	Graves x1
3	B. Knight	27	126	17	82	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
4	B. Knight	27	126	17	82	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
5	B. Knight	27	126	17	82	Falkata, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
6	B. Knight	27	85	51	47	S-Bowgun	N/A	C	-	O	-	-	-	-	N/A
7	B. Knight	27	85	51	47	Falkata	N/A	C	-	O	-	-	-	-	N/A
8	B. Knight	27	85	51	47	Falkata	N/A	C	-	O	-	-	-	-	N/A

Booty: 30,000 G

Like the fight against Jamir, you only need to defeat Manon to win this battle. However, don't let the number of troops fool you into thinking this one's a pushover--it isn't.

The battle takes place over the two trains, which are connected by two bridges. Note that these bridges are only wide enough for one person each.

The enemy is divided into three teams at the onset of the battle. The first team, three swordsmen, is directly across the bridge nearest your starting location.

Team one.

Team two.

Team three.

The second team, two swordsmen and an archer, is to the left of the starting area beyond the crates. They begin halfway across the bridge.

The third and final team is just across the bridge near team two. This team consists of Manon and one spell caster.

Team one is your first target. Block the bridge to limit your team's exposure to their attacks. The blocker should have the Recovermark technique and be backed up by someone who can heal. With the bridge blocked, you can cast all the distance spells you want until they're gone.

Blocking the bridge with your troops leaves the enemy team nowhere to go.

If you're able to quickly take out team one you'll have time to reposition before team two arrives from the left. Put your archers up on the crates so you can hammer the enemies as they cross.

Keep an eye on the spell caster and keep a couple of troops near the bridge to send over if necessary.

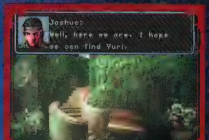
Taking on Manon can be a challenge, and not just because of her 416 HP! Her Gravestench spell causes considerable damage. It's not as bad as Jamir's special move, but it definitely packs a punch. The battle ends as soon as she's defeated.

Interlude

Mahler reports the results of some kind of test to Godard. Mahler, however, is disturbed by the evil sorcery they perform and questions its necessity.

Godard responds with seemingly endless babble that has obviously been rehearsed and repeated countless times before.

The scene shifts and we see Adele practicing some sorcery of her own. Mahler joins her and compliments her spell casting. Adele, however, is not so pleased with her success. She confides in Mahler the promise she made to herself the day she left Byron Manor: that she would proudly face her destiny. She had forgotten this vow over the years, yet somehow, seeing the orphanage brought it back.



Head for Naska City when you return to the world map. You appear at the Town Command Menu. Check out what's new at the shop and then talk to the locals at the tavern.

Hero is frustrated after leaving the tavern because no one there has seen or heard about Yuri. Hero begins to speculate about what may have happened when a stranger approaches them. He asks the group if they are looking for Yuri.

The man explains that he runs an inn and Yuri stopped by several days ago. He asked the man to care for "his brother" and to watch out for a group of people who mutter to themselves. The innkeeper agrees to take the party to meet the young man.

The man leads them to a room and locks them inside. We learn that the stranger is actually Leon Kleuth, son of Duke Lorentz Kleuth. The baron asks Leon to confer with his father, but Leon won't hear of it.

The scene shifts and we see Leon standing in front of King Franz. Leon tells Franz that King Nicola is a fair and just man who will take care of him, especially because he's a blood relative.

A servant enters the room and informs Leon that the royal knights have arrived from Yuggor. Leon instructs the servant to have them brought in right away.

The room begins to fill with a pink mist. The party is knocked out. Hero awakens in a dungeon cell with another prisoner. The prisoner explains that they are beneath the Gabhul Castle, but before he can finish speaking, Leon enters the room.

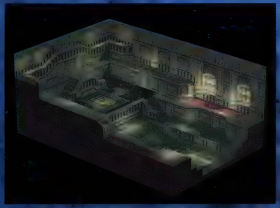
Surprisingly, Leon addresses the prisoner as "father." He is Duke Lorentz Kleuth and his own son has imprisoned him. Leon tells his father that he will be set free as soon as the knights from the capital arrive to take the foreign prisoners.

The Duke and Leon argue over this issue. Leon refuses to listen another minute as he believes that what he is doing is right.

The scene shifts back to the dungeon cell once again. We learn that Yuri delivered Franz to the castle and left to examine other artifacts. During the conversation the rest of the party shows up outside the cell. They open Hero's cell and the baron enters to greet his old friend Duke Kleuth. The pleasantries will have to wait; right now the party must rescue Franz.

Return to the world map and head for the new location on the map, Gabhul Castle.

Battle #30: Gabhul Castle



Situation

Royal knights from Yuggor have arrived at Gabhul Castle to retrieve King Franz. The party must rescue the king before he falls into their hands.

Strategy

BATTLE STATS

Victory: Defeat Jamir and Manon
Defeat: Death of Hero
Recommended Level 28-29
Treasure Chest(s):
1. Saviorod (V:15 H:17)
2. Ancient Shield (V:2 H:17)
Hidden Items: N/A
Necessary Techniques (for Items): Unlock
Recommended Techniques (for Battle): Recovermark, Heal Up, Slash, Blockmake, Dragonbreath, Paralyzer, Dragonfire

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	T	T	W	B	D	Skills
1	Jamir	29	350	100	160	Flambeau, E-Punch	E, P	C	-	-	-	O	-	-	Double Slash x25, Brawler x25
2	Manon	29	420	50	130	Kryss, Kite Shield	L, B x2.	A	-	-	O	-	-	-	Fearsomech x1
3	B. Knight	28	84	198	35	Cosmorod, Kite Shield	R	-	-	O	-	-	-	-	Napalm Ring x4, Heal Up x7,
4	B. Knight	28	100	35	53	B-Hunter	N/A	C	-	O	-	-	-	-	N/A
5	B. Knight	28	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
6	B. Knight	28	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
7	B. Knight	28	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
8	B. Knight	28	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A

Bounty: 30,000 G

Take out the swordsmen before moving on to the other enemies.

Hold your position in the beginning of the battle–let the swordsmen come to you. Their advance is not a difficult one; you should clean them up in no time.

The spell caster has a Napalm Ring technique that does impressive damage. Watch out for it!

The spell caster and archer are next. They hang out on the next map level, so you'll have to start moving upstairs.

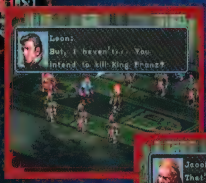
Jamir and Manon have some of the same techniques from the previous battles. Be on your guard for them and adapt accordingly. Fighting these two together can be a tough battle, but it ends once you defeat them.

Afterward

After the battle, the party returns to the world map. Gabbiu Castle is the compulsory event point once again, so head back there.

Interlude

We see Commander Jacob meeting with Leon in front of King Franz. Unfortunately for Leon, he chose the wrong people to side with. Jacob informs him that he will be punished by death for murdering King Franz.



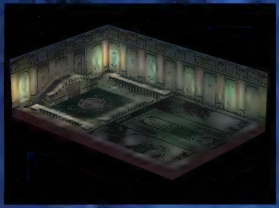
Pratau and the others. It turns out that the servant is actually Second Captain Agress, sent by Pratau much earlier.

As Leon is about to get a sword in his gut, his servant runs in and knocks Jacob out of the way.

In walks Baron

Not to be out-maneuvered once again, Jacob casts a spell directed at Franz. However, Leon jumps in front of the spell and dies saving Franz.

Battle #31: Gabhul Castle (Revisited)



Situation

The party storms into Leon's meeting with Jacob only to find King Franz is about to die. Second Captain Agress saves the day, but only for a short time as a battle quickly breaks out between everyone.

Strategy

BATTLE STATS

Victory: Defeat Jacob
Defeat: Death of Hero
Recommended Level: 30
Treasure Chest(s):
1. W Cape (V:14 H:22)
2. Bargeyes (V:1 H:22)

Hidden Items:
1. Hint-9 (V:7 H:0)
Necessary Techniques (for Items): Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Anti-minimum, Napalm Ring, Paralyzer, Dragonfire

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	M	F	I	T	W	H	D	Skills
1	Jacob	32	450	50	136	L-lava	L	A	-	O	-	-	-	-	Windstorm L1, Heal L1 x8
2	B. Knight	29	88	108	35	Saviorod	N/A	R	-	O	-	-	-	-	Heal Light x8, Heal Up x7, Minimizer x4, Defender x3
3	B. Knight	29	88	108	35	Saviorod	N/A	R	-	O	-	-	-	-	Heal Up x7
4	B. Knight	29	87	18	70	Trident	N/A	W	-	O	-	X	-	-	N/A
5	B. Knight	29	87	18	70	Trident	N/A	W	-	O	-	X	-	-	N/A
6	B. Knight	29	87	18	70	Trident	N/A	W	-	O	-	X	-	-	N/A
7	B. Knight	29	87	18	70	Trident	N/A	W	-	O	-	X	-	-	N/A
8	B. Knight	29	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
9	B. Knight	29	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
10	B. Knight	29	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A
11	B. Knight	29	140	18	70	Carvera, Kite Shield	N/A	A	-	O	-	-	-	-	N/A

Booty: 30,000 G

You see the Minimizer technique during this battle. Make sure you have an Anti-minimum spell or item.

You're joined by Agress in this battle, and she's a welcome addition. Once again, hold back in the first few turns and let the swordsmen come to you. The rest of the enemies stay put while you dispose of them.

The winged knights are your next opponents. You also have some encounters with the spell casters, but their biggest threat is the Minimizer spell. They don't cast anything that will cost you HP.

Watch out for Jacob's Windstorm technique. This group attack can cripple you early if you're not careful!

Taking on Commander Jacob is no more difficult than was Jamir and Manon. Jacob does have a Windstorm technique that tends to hurt. However, he can only cast it three times. The battle ends once he's been defeated.

Afterward

The party gathers around Leon's dying body. His father, the duke, gives him his last bits of comfort before he goes, secure in the knowledge that his quick action spared King Franz's life. The scene fades....

Silently, the wheels of history had begun turning. Slowly but inexorably....

The Goddess of Fate, in her pitiless march, ground under all in her path, impassive and implacable.

Before her, generations of ancient tradition, honor, and glory meant nothing.

Destroying every remnant of the past, from the most sacred to the ugly and profane, the Goddess of Fate marched on...

Chapter 3

"In the Holy Year 997, the eighth year of Natra's civil war, a third faction appeared to equally contest the deadlocked armies of East and West Natra.

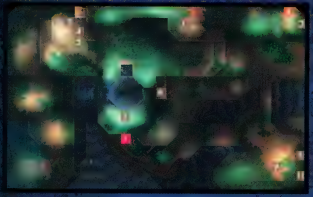
The new faction was led by King Franz who had returned to history's stage. It was formed by a coalition of powerful East and West Natra leaders including Duke Kleuth and Baron Pratau who established the capital in Naska.

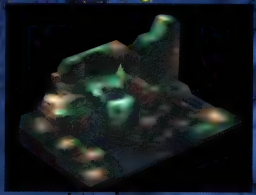
As Central Natra, the new faction quickly attracted support from the masses. Its success came from King Franz's charisma and the contempt the people felt toward the East and West for their inability to end the war."

Interlude

Chapter 3 begins back at the world map. Two additional destinations are accessible at this point–Zopart Valley and Daboll Mountain. However, before you head there, check on your equipment at Naska. New items are available.

Battle #32: Zopart Valley





Situation

The party is headed for Mt. Daboll to hunt down a group of bandits operating in the area. However, on its way through Zopart Valley, some advance scouts from the bandit hideout discover it.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 31
Treasure Chest(s):
1. Tabari (V:24 H:15)
Hidden Items:
1. Bonesaw (V:10 H:4)
Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Refresher, Paralyzer, Napalm King

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	I	A	T	W	H	D	Skills
1	Thug	30	85	115	56	Servorod	N/A	X					X		Paralyzer x5, Lobster x10, Poisona x19, Heal Up x7
2	Thug	30	102	36	54	Shotput	N/A	C					X		N/A
3	Thug	30	102	36	54	Naiguma	N/A	C					A		N/A
4	Thug	30	151	19	71	Gulinga, Tower Shield	N/A	A					X		N/A
5	Thug	30	102	36	54	Naiguma	N/A	C					X		N/A
6	Thug	30	151	19	71	Gulinga, Tower Shield	N/A	A					X		N/A
7	Thug	30	151	19	71	Bonesaw, Tower Shield	N/A	A					X		N/A
8	Thug	30	151	19	71	Gulinga, Tower Shield	N/A	A					X		N/A
9	Thug	30	102	36	54	Naiguma	N/A	C					X		N/A
10	Thug	30	151	19	71	Gulinga, Tower Shield	N/A	A					X		N/A

Bexley: 30,000 G

The spell caster in this battle has a Paralyzer technique. Bring appropriate remedies.

The enemies advance slowly thanks to the rugged terrain. Weaken them with distance attacks as they approach, then finish them off with your swordsmen.

Watch out for the Paralyzer technique from this spell caster.

Afterward

After the battle you return to the world map. Head for the next destination: Daboll Mountain.

Interlude

When the friends arrive at Daboll Mountain they discover that the bandits have been completely wiped out by Kudur Cultists under the direction of Friar Mahler.

A survivor of the attack captures Adele and holds her hostage. Fortunately, Hero arrives at the last second and saves the princess.

The kidnapper has nowhere to go, so he falls on his bomb and kills himself. The blast knocks Adele and Hero off the platform.

Adele awakens inside a cave in front of a campfire with Hero. She fears Hero and tries to scurry away. She calls him a murderer for killing her grandfather, Kossimo.

You reach a decision point here. Hero can either:

1. Make amends.
2. Make excuses.

Make your selection and the story continues. You return to the world map after one more event sequence. Head back to Gabhul Castle next.

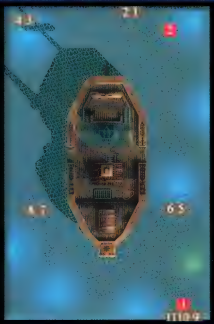
It's now one month later at Central Natra's General Headquarters. Duke Kleuth reports to the group, which includes Baron Pratau, that they now control one-third of Natra. The duke thinks it's time for their ultimate objective: reunification of the kingdoms.

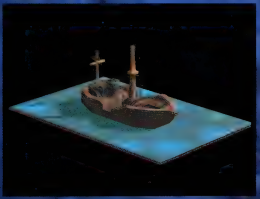
Because East Natra was the group that imprisoned King Franz, it's suggested to attack there first. However, the baron points out that the East is likely to fall apart on its own. Therefore, they should concentrate on the West.

The scene shifts to the baron reporting to Hero and the rest of the group. They plan for Hero's team to sail behind enemy lines. At the same time, Central Natra's main troops will concentrate at the border as a diversion. Hero's team—the new White Dragons—is to travel inland and capture Fort Dantess.

Return to the Town Command Menu. Check on your equipment and depart to the world map. Several new options are available along a new path—Pava Sea East, Pava Sea West, Kiskana, Randahl Plain, and Fort Dantess.

Battle #33: Pava Sea (E)





Situation

The first part of Baron Pratau's plan takes the White Dragons through the Pava Sea. Pirates attack them along the way.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 31
Treasure Chest(s): N/A
Hidden Items:

1. *Map-0 (V:21 H:56)*
2. *Psybell (V:22 H:1)*

Necessary Techniques (for Items): Winged Armor, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Up, Blockmake, Sky Stream, Napalm Ring, Re-move

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Thug	31	89	19	71	Naginata	N/A	W	-	-	-	X	-	-	N/A
2	Thug	31	89	19	71	Naginata	N/A	W	-	-	-	X	-	-	N/A
3	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
4	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
5	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
6	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
7	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
8	Thug	31	114	19	71	Ceruttis, Tower Shield	N/A	W	-	-	-	X	-	-	N/A
9	Thug	31	89	19	71	Naginata	N/A	W	-	-	-	X	-	-	N/A
10	Thug	31	89	19	71	Naginata	N/A	W	-	-	-	X	-	-	N/A
11	Thug	31	89	19	71	Naginata	N/A	W	-	-	-	X	-	-	N/A

Booty: 32,000 G

This battle takes place onboard a ship in the middle of the sea. Winged pirates completely surround the ship.

The pirates, much like soldiers, attack in teams. There are two teams behind you, two to the side, and one in front.

Team one is to the right of your party, about mid-ship.

Team two is to the left of your party, about mid-ship.

Team three is in front of your party, just to the left of the bow.

Team four is behind your party, near the stern.

Team five is behind your party, to the right of the stern.

Nobody can board the ship during the first turn. Use this opportunity to position your team advantageously. Initially, divide your team among the two mid-ship openings. Teams one and two will board the ship here. With a little careful maneuvering you can avoid most, if not all, of their attacks.

Teams one and two will board through the side openings in the railing. Plan ahead to have your party waiting.

Teams four and five typically board from the stern. If you can spare anybody, move them back to concentrate on team four and five.

Team three usually moves down the left side of the ship and boards using team two's method. If you're still heavily involved in battle, things will get difficult. Be prepared.

Interlude

We look in on Cardinal Ladorak speaking with King Nicola. It appears that Ladorak is advising the king to negotiate peace with Central Natra. They no longer have the power to remain at war. Central Natra seems to be heading the same way as the East, so they're the better choice. Besides, they no longer have a relationship with Vernantze to jeopardize.

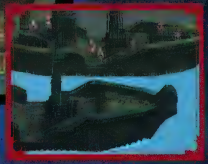
Despite Ladorak's attempts to persuade him otherwise, Nicola refuses to negotiate a peace. He would rather finish what he started....

The scene switches to West Natra. We look in on the queen mother speaking with Doom the Thunder. Agatha regrets her actions. Not only did she mistreat the baron, but she also didn't kill Franz when she had the chance. Now, he's become a puppet king again.

Princess Minaz was eavesdropping on Agatha's conversation the entire time. It seems to have confirmed her suspicions about her mother.

Return to the world map after witnessing these events. It's time for the next battle.

Battle #34: Pava Sea (W)



Situation

Hero's team is attacked once again on the Pava Sea. This time, however, the attack is from Mahler and his goons in what appears to be another training exercise. Mahler is here to cleanse the sinful soul of the White Dragoon.

The baron recognizes Mahler, and questions his ability to give out "divine justice" as he's a mere mortal. The answers have to wait for later, though.

Strategy

BATTLE STATS

Victory: Defeat Friar Mahler
Defeat: Death of Hero
Recommended Level: 33
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Heal Soul, Angel Smile, Blockmake, Switcher, Tornado, Napalm Ring

ENEMY DATA:

Pos.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AL	[illegible]	[illegible]	[illegible]	W	H	U	Skills
1	Mahler	33	479	50	150	Flamberge, Knight Shield	F	A	-	-	-	-	-	O	Tandem (A), Triple Rush x3
2	Cultist	32	90	20	72	Sun Spear	N/A	W	-	-	-	X	X	-	Triple Jab x3
3	Cultist	32	99	118	37	Ringrod, Knight Shield	N/A	A	-	-	-	-	X	-	Heal Soul x4, Napalm Ring x4, Solidstone x1
4	Cultist	33	179	20	72	Executer, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
5	Cultist	32	159	20	72	Executer, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
6	Cultist	32	106	37	55	Crossbow	N/A	C	-	-	-	-	X	-	N/A
7	Cultist	32	159	20	72	Executer, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
8	Cultist	32	90	20	72	Sun Spear	N/A	W	-	-	-	X	X	-	N/A
9	Cultist	32	159	20	72	Executer, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
10	Cultist	32	159	20	72	Executer, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
11	Cultist	32	106	37	55	Crossbow	N/A	C	-	-	-	-	X	-	N/A

Booty: 32,000 G

The two ships are connected by two of these thin bridges.

The only way to cross to the other ship is to use one of the two bridges. The bridges are only wide enough to accommodate one person.

Stay onboard your own ship in the beginning. Block the Cultists' advance so they can't board, and so their swordsmen only have one target.

Position your team like this to keep the enemy off your vessel. Use your archer (who you've placed in a position to strike) to attack the stranded Cultists. Other distance techniques also work well until the Cultists get close enough to attack your people.

Once you've taken out enough enemies, press forward across the bridges and onto the enemy ship. You'll probably encounter the rest of the enemies before you make it over.

The spell caster casts Napalm Ring as you try to cross. This frequently happens when your party is blocked from advancing farther by another enemy. Spread your people out.

Mahler's Firebursts spell is not only impressive–it really hurts!

Fighting Mahler is a bit of a chore. He's got 479 HP and a sword that packs quite a punch. Also, watch out for his Firebursts spell, which envelops a whole host of your people in its fiery embrace. The battle ends once you defeat him.

AFTERWARD

The party approaches Mahler and the baron demands to know why the Kadur Cult considers the White Dragons a threat. However, instead of an answer, the party gets an unexpected surprise.

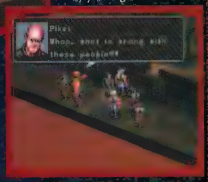
Mahler casts one last spell before leaping off the ship. His spell destroys the rudder and leaves the ship adrift. The party must find land soon or it'll be swept out to the open ocean.

Back at the world map you'll notice a change. Your next stop is Domigo Village–the nearest land.

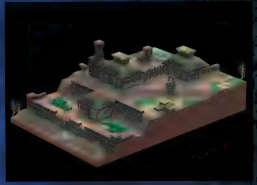
Interlude

You finally reach land at Domigo Village. However, something doesn't seem right–it's too quiet.

The villagers appear to be under some kind of spell. Hero notices that the spell causes them to act the way Lord Kossimo did many years ago.



Battle #35: Domigo Village



Situation

The White Dragons finally reach land after Friar Mahler damages their ship. However, the villagers of Domigo Village have been possessed by the same spell that took control of Lord Kossimo.

A stranger, Hammet, appears and yells at the team to start killing the villagers. They'll die if the team hesitates. Though they hate it, the White Dragons have no choice.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 33
Treasure Chest(s):

1. Iron-fan (V:1 H:21)
2. B-Sniper (V:7 H:16)

Hidden Items:

1. Helmet (V:0 H:18)
2. Specs (V:13 H:16)
3. Gaumlet (V:2 H:13)

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Soul, Angel Smile, Switcher, Napalm Ring

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	[illegible]	[illegible]	[illegible]	[illegible]	W	H	[illegible]	[illegible]
1	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
2	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
3	Zombie	33	88	0	0	Molotov	N/A	C	-	-	-	-	X	-	N/A
4	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
5	Zombie	33	88	0	0	Clawhook	N/A	C	-	-	-	-	X	-	N/A
6	Zombie	33	88	0	0	Molotov	N/A	C	-	-	-	-	X	-	N/A
7	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
8	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
9	Zombie	33	88	0	0	Clawhook	N/A	C	-	-	-	-	X	-	N/A
10	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A
11	Zombie	33	88	0	0	Rapier, Small Shield	N/A	C	-	-	-	-	X	-	N/A

Booty: 32,000 G

Hammet joins you in this battle. Note that he's not here for help–he has joined your party.

The enemies in this battle are not difficult to beat. You should have little trouble.

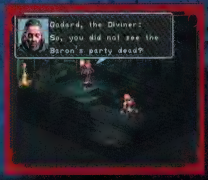
Protect Hammet. He's an easy target because he is detached from the group. Dispatch a couple of your faster people so they get to him quickly. Though Hammet has the Angel Smile technique, make sure the people you send his way can heal as well.

Afterward

The baron wants to know what happened to those villagers, and he'd also like to know the stranger's name. Hammet declines to give his name, but he does say to beware the Kudur Cult. After this, he leaves. OK...so maybe he doesn't join your party permanently.

Interlude

We see Friar Mahler reporting to Godard the Diviner. Godard is displeased that Mahler did not destroy baron's party.

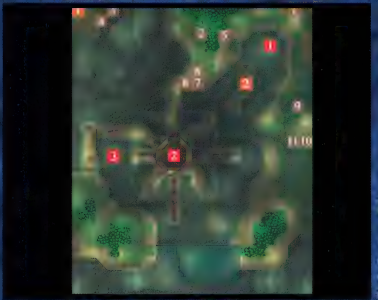


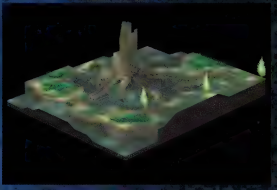
However, Godard believes that even the White Dragons will not be able stop him.

Godard inquires on the status of the "experiment." Mahler reports that their latest test was held at a village on the coast. There were no exceptions this time–all the subjects began killing each other. However, the spell still needs some work. Godard sends Mahler away with instructions to refine the spell further.

We return to the world map at this point. New destinations are available again. It looks as though our next step is Nugasso Forest.

Battle #36: Nugasso Forest





Situation

White Dragon encounters a border patrol while traveling through Nugasso Forest. The enemy is surprised to see them, which means that their presence is not known. Thus, it's imperative that no enemies leave.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 35
Treasure Chest(s):
1. Viserume (V:0 H:25)
2. D-Scythe (V:14 H:17)

Hidden Items:
1. Runners (V:16 H:20)
2. Hoplon (V:8 H:11)
3. Wind-Ring (V:3 H:11)

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Soul, Anti-sleep, Switcher, Hailstorm

ENEMY DATA

No.	Enemy Name	Lv	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	WNElite	34	108	120	39	Saviorod, Hoplon	Heal Up x4, Sleeper x6	R	-	X	-	-	O	-	N/A
2	WNElite	34	108	120	39	Saviorod, Hoplon	Napalm Ring x4, Enhound x4, Heal Soul x6, Poisona x20	R	-	X	-	-	O	-	N/A
3	WNElite	34	100	22	78	Naigama	N/A	W	-	X	-	X	O	-	N/A
4	WNElite	34	100	22	78	Naigama	N/A	W	-	X	-	X	O	-	N/A
5	WNElite	34	176	21	78	Executer, Hoplon	N/A	A	-	X	-	-	O	-	N/A
6	WNElite	34	116	41	58	B-Mottle	N/A	C	-	X	-	-	O	-	N/A
7	WNElite	34	176	21	78	Carvera, Hoplon	N/A	A	-	X	-	-	O	-	N/A
8	WNElite	34	176	21	78	Carvera, Hoplon	N/A	A	-	X	-	-	O	-	N/A
9	WNElite	34	116	41	58	B-Mottle	N/A	C	-	X	-	-	O	-	N/A
10	WNElite	34	176	21	78	Carvera, Hoplon	N/A	A	-	X	-	-	O	-	N/A
11	WNElite	34	176	21	78	Carvera, Hoplon	N/A	A	-	X	-	-	O	-	N/A

Booty: 32,000 G

You'll see the return of sleep techniques in this battle. Bring along some anti-sleep equipment or techniques.

Because your first attack will be from the right, line your troops up in that direction.

The first group of soldiers consists of two swordsmen and one archer. A spell caster backs up these troops with Heal Up and Sleeper techniques.

The next group has a bit farther to travel before it reaches you. With a little luck you'll defeat the first group before the other bad guys arrive. Pay close attention to this devastating spell caster: he features Napalm Ring and Elehound techniques to name a couple.

Lastly you deal with the winged soldiers. They usually show up midway through your attack on the second group. Try to keep up and watch the health of your party.

Interlude

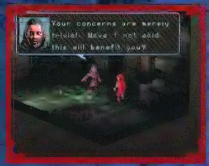
Ladorak is seeing a church envoy who informs him that Pope Pir 12 is on his deathbed. The specialists treating him think that only days remain until he's gone.

A successor to the pope will be chosen six months after his death. At the same time, a review of Pir 12's foreign policies will be conducted. For this review, Cardinal Ladorak may be needed back in Nirvadia. The envoy tells Ladorak to be ready to go, if necessary.

The envoy leaves the room. Ladorak thinks of all that he has worked for, and also of Pir 12's promise to make him the successor should he be able to merge Natra with Nirvadia. Once Pir 12 is gone, his enemies will be out in the open. He expects to be crucified for his subversion even though he was only following orders from the pope.

Godard appears at this point. He has read Ladorak's thoughts, which causes Ladorak to call for the guards. Godard holds him off for a while by saying that he has a gift that could save him from the predicament he's in. He produces the now infamous document from King Zekras that proves Adele is his daughter.

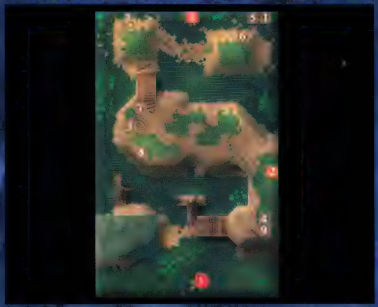
The document interests Ladorak, but he doesn't believe it's genuine. But, for the sake of argument, he's willing to consider that it is. What good is the lost daughter of Zekras now?

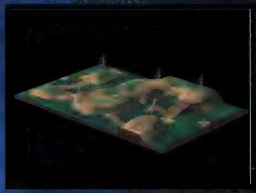


Godard is angered by Ladorak's rejection. He shows his spiritual power by projecting a field that knocks Ladorak backward. Ladorak demands to know just who he is dealing with, and apparently, is quite shocked by the answer.

We return to the world map. Our next destination is Mizour Village–head there now. Visit the tavern and the shop before moving onto Killaba Swamp.

Battle #37: Killaba Swamp





Situation

The White Dragons encounter the stranger, Hammet again. He has caught up with Friar Mahler and is trying to avenge the village of Lowitz. We can guess that this village suffered a fate similar to Domigo's.

Strategy

BATTLE STATS

Victory: Defeat Friar Mahler
Defeat: Death of Hero
Recommended Level: 36
Treasure Chest(s):
1. Goblin Shield (V:9 H:27)
2. Lunarod (V:17 H:12)

Hidden Items:
1. S-Cape (V:10 H:1)

Necessary Techniques (for Items): Winged Armor, Searchmark, Unlock
Recommended Techniques (for Battle): Recovermark, Heal Soul, Switcher, Elehound, Shockline

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	AI	F	I	T	W	H	D	Skills
1	Cultist	35	105	23	90	Sun Spear	N/A	W	-	-	-	X	X	-	Triple Jab x5
2	Cultist	55	82	125	40	Runerod	N/A	R	-	-	-	-	X	-	Anti-sleep x44, Poisona x20, Feel Soul x4, Berserker x44
3	Mahler	36	589	60	180	Meghido, Knight Shield	N/A	A	-	-	-	-	-	O	Fireburst x6, Triple Slash x10
4	Cultist	35	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
5	Cultist	35	105	23	90	Sun Spear	N/A	W	-	-	-	X	X	-	N/A
6	Cultist	35	118	41	60	I-Boom	N/A	C	-	-	-	-	X	-	N/A
7	Cultist	35	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
8	Cultist	35	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
9	Cultist	35	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	N/A

Booty: 32,000 G

The terrain of this battle map is different from most. You encounter a series of twisted sandbars that are somehow connected.

Hammet is off by himself again. It's not a requirement to save him, but it's best if you do. Only two swordsmen stand between your party and him. Get to him quickly before moving on.

After bringing Hammet into your main party, attack the rest of the Cultists. Friar Mahler is in the next area with two swordsmen. Take out the swordsmen first. By the time you finish, there will be more Cultists to attack before taking on the good friar.

Mahler still has his same old bag of tricks. Surround him so that he can't move. Then, just whale away until he's defeated.

Afterward

Hero demands to know who the stranger is and how he is connected to the Kudur Cult. This time Hammet spills the beans. He explains that he is the sole survivor of one of their "experiments." The Cult is testing a spell that drives people to kill. When his village became afflicted, he somehow managed to snap back into sanity.

He explains that the Kudur Cult believes that by wiping out all "non-believers" by the year 1000, the world will be spared from destruction. They think that the spell will hasten the demise of sinners.

Interlude

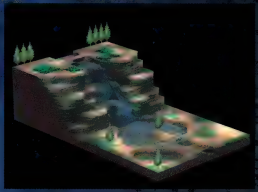
Manon is leading King Nicola up some stairs. Jacob and Jamir wait at the top.

It seems odd to Nicola that the three Elite Royal Knights wish to see him. Jacob explains that they have come to kill him. Manon, Jamir, and Jacob each take a swing and send Nicola over the side of the castle.

Ladorak emerges from the side to make certain Nicola is dead. Jacob reports that his men are sanctioning the ministers who refused to go along with the cardinal.

Jacob expresses his concern over their actions to the cardinal, but Ladorak bites his head off for getting out of line. It's clear that something isn't right.

Battle #38: Erawaga Falls



Situation

The White Dragons, plus Hammet, encounter Kudur Cultists once again. These people seem to be all over West Natra.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 36-37
Treasure Chest(s):
1. *Spears (V:14 H:17)*
2. *Hoplon (V:7 H:15)*

Hidden Items:
1. *Map-7 (V:5 H:24)*
2. *Charmer (V:8 H:19)*
3. *Darkness-Ring (V:9 H:8)*
4. *Ingot (V:3 H:3)*

Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Soul, Antitoxmark, Switcher, Godbless, Shockline

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	Acc.	I	A	T	W	H	D	Skills
1	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	Air Vortex x3
1	Cultist	36	111	125	40	Millerod, Knight Shield	N/A	R	-	-	-	-	X	-	Elehound x4, Godbless x4, Heal Up x8, Poisoner x20
5	Cultist	36	111	125	40	Millerod, Knight Shield	N/A	R					X		Minimizer x3, Heal Soul x8, Heal Up x8
4	Cultist	36	134	20	90	Bulova, Knight Shield	N/A	W	-	-	-	-	X	-	N/A
5	Cultist	36	179	41	60	Grenade	N/A	C	-	-	-	-	X	-	N/A
6	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A					X		N/A
7	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A					X		N/A
8	Cultist	36	179	41	60	Grenade	N/A	C					X		N/A
9	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A					X		N/A
10	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
11	Cultist	36	179	22	90	Bulova, Knight Shield	N/A	A	-	-	-	-	X	-	N/A

Booty: 32,000 G

You'll see the Minimizer technique during this battle. Take appropriate precautions.

We're back to killing all the enemies on the map again. I recommend a waiting tactic for this situation. The enemies are pretty scattered and far away. Continually end your turns and take out the enemies as they near you.

This method works well, except against the grenade Cultists up above. The range on their weapon is almost unimaginable! Don't stay in their line of sight for too long, and always make sure you know where that line of sight is!

Interlude

Adele is saying good-bye to Graud. She is departing for Yuggor, the royal city, today. Graud offers some last-minute words of encouragement.

Adele thinks that Graud has changed over the last half year. He has become kinder, yet oddly mechanical.

The scene switches to Central Natra's Base at the front lines. The general reports that Central forces have broken through in three areas. The enemy is retreating—20 miles just today. At this rate, the capital may be ripe for the taking.

Just then, a messenger enters with important news. An enemy has wiped out the royal guards and entered King Franz's quarters. Duke Kleuth and the advisors decide to inspect the situation for themselves.

The scene switches to outside Franz's quarters. The enemy, who turns out to be Mohosa, exits with King Franz slung over his shoulder. Mohosa demonstrates more of the power Master Godard gave him.

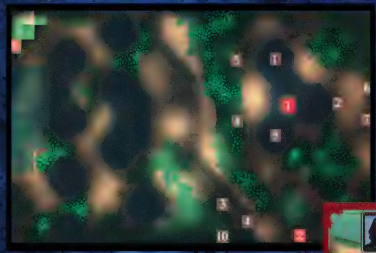
With a single spell, Mohosa drives everyone back and disappears, taking Franz with him.

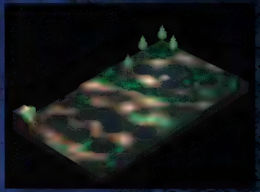
After this event sequence you return to the world map where you can enter the city of Kiskana. When you arrive, the baron meets with the group.

The main units are winning at the border; it's up to your group to do its share. Gilti enters with important news: The East has deposed King Nicola in favor of a new leader, King Zekras's daughter by a mistress.

After more conversation you reach the Town Command Menu. Check out the tavern and the shop before you depart for Randahl Plain.

Battle #39: Randahl Plain





Situation

A Central Natra soldier, with important papers to deliver to Baron Pratau, is attacked by Godeau. The White Dragons show up immediately after Godeau casts a powerful technique that knocks the man down.

Strategy

BATTLE STATS

Victory: Defeat Godeau the Grief
Defeat: Death of Hero
Recommended Level: 38
Treasure Chest(s):
1. Holy-Ring (V:0 H:13)
2. Glowstar (V:22 H:0)

Hidden Items:
1. Seeds (V:21 H:9)
Necessary Techniques (for Rems): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Soul, Switcher, Magic Absorb, Hailstorm

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	M	J	I	T	W	H	D	Skills
1	WNElite	37	108	23	82	I-Java	N/A	W	-	X	-	X	O	-	Triple Jab x5
2	Godeau	38	490	62	150	Tabaijin, Breaker	I, D	C	-	-	-	-	-	O	Ax Storm x10, Dark Punish x1
3	WNElite	37	188	23	82	Executer, Hoplon	N/A	A	-	X	-	-	O	-	Double Slash x5
4	WNElite	37	115	130	42	I-Rod, Hoplon	N/A	R	-	X	-	-	O	-	Heal Up x8, Hailstorm x1, Dark Cloud x6
5	WNElite	37	128	42	62	B-Hyper	N/A	C	-	X	-	-	O	-	N/A
6	WNElite	37	128	42	62	Puggio	N/A	C	-	X	-	-	O	-	N/A
7	WNElite	37	128	42	62	Puggio	N/A	C	-	X	-	-	O	-	N/A
8	WNElite	37	128	42	62	B-Hyper	N/A	C	-	X	-	-	O	-	N/A
9	WNElite	37	188	23	82	I-Java	N/A	W	-	X	-	-	O	-	N/A
10	WNElite	37	188	23	82	Executer, Hoplon	N/A	A	-	X	-	X	O	-	N/A

Booty: 32,000 G

The terrain of this map leaves much to be desired. Because bushes cover some areas, certain members of you party cannot cross and have to take the long way around.

Send the characters who cannot cross around the side while keeping the ones who can near the center. When they've just about caught up, move them together again.

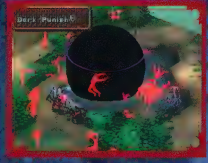
Heads up! You'll face these guys first.

The first group of enemies consists of two swordsmen; an archer, and a spell caster, a well-rounded bunch to be sure. The spell caster is a real pain with his Hailstorm ability, plus he heals the other enemies.

Take care with the group that cannot pass through bushes as you round this corner. The second archer might come down to take advantage of your predicament.

When your team is all bunched up like this you're ripe pickings for the spell casters!

The two wing-type soldiers are up next. They'll most likely fly down as soon as you gain the upper hand against their comrades. Take them out quickly so they'll be out of the way when you face Godeau.



Godeau's Dark Punish technique is as powerful as it is impressive.

Godeau has 490 HP, but the biggest threat to you is his Dark Punish spell. He can only cast it three times, but it's punishing when he does. The battle ends once you defeat him.

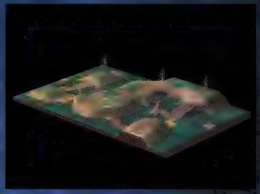
AFTERWARD

This party gathers around the fallen soldier. He hands over the orders before he collapses.

The White Dragons have been ordered to return home because of King Franz's abduction. As a result, Central Natra's main forces have been withdrawing. If the White Dragons stay, they'll be isolated with no support.

Return to the capital city. Along the way, you'll face another battle at Kilaha Swamp.

Battle #40: Killaba Swamp (Revisited)



Situation

Once again the White Dragons head through Killaba Swamp. They have received orders to return to the capital because of King Franz's capture.

While in the swamp they are attacked by Thorpe the Gorgeous with a posse of West Natra's Elite forces.

Strategy

BATTLE STATS

Victory: Defeat Thorpe the Gorgeous
Defeat: Death of Hero
Recommended Level 39
Treasure Chest(s):
1. Goblin Shield (V:8 H:27)
2. Lunarod (V:17 H:12)

Hidden Items:
1. S-Cape (V:10 H:1)
Necessary Techniques (for Items): Winged Armor, Searchmark, Unlock
Recommended Techniques (for Battle): Recovermark, Heal Soul, Switcher, Re-move, Stormmark, Hailstorm

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	AC	I	J	T	W	H	D	Skills
1	WNElite	38	188	23	82	Harpoon	N/A	W	-	X	-	X	O	-	Triple Jab x5
2	WNElite	38	115	130	42	Millerod, Hoplon	N/A	R		X		-	O		Heal Soul x4, Paralyzer x4, Anti-sleep x4, Refresher x4
3	WNElite	38	188	23	82	Harpoon	N/A	W	-	X	-	X	O	-	Triple Jab x5
4	WNElite	38	115	130	42	Millerod, Hoplon	N/A	R		X		-	O		Heal Up x4, Solar Flare x2, Sadness x4, Poisoner x4
5	Thorpe	39	470	55	180	Calibur, Ragnar	T, L, P	W	-	-	-	X	-	-	Thundershot x3, Triple Slash x6, Ax Storm x9
6	WNElite	38	188	23	82	Assassin, Hoplon	N/A	A		X		-	O		N/A
7	WNElite	38	188	23	82	Assassin, Hoplon	N/A	A		X		-	O		N/A
8	WNElite	38	188	23	82	Assassin, Hoplon	N/A	A		X	-	-	O		N/A
9	WNElite	38	188	23	82	Assassin, Hoplon	N/A	A		X		-	O		N/A
10	WNElite	38	188	23	82	Assassin, Hoplon	N/A	A		X		-	O		N/A
11	WNElite	38	128	42	62	B-Sniper	N/A	C		X		-	O	-	N/A

Booty: 48,000 G

If you didn't have the opportunity to grab all of the treasures on this field during Battle #37, you have a second chance now! Because this is the same map, the treasures remain in the same places. However, if you already picked them up, they won't reappear.

Most of the previous battle took place on the large sandbar in the center of the map. The same situation may occur again.

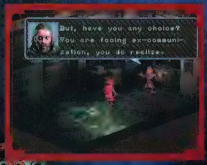
One of the spell casters alternates between Solar Flare and Blackhole techniques.

Make it to a good location and hold tight there. Let each wave of enemies attack you while you beat them back. If you can last until the spell casters have expended their MP you'll be in good shape. If you've got a good spot picked, hold the defensive front until Thorpe arrives.

Among Thorpe's arsenal of attacks is this Thundershot technique.

Thorpe has 470 HP. Her attacks are less devastating than those of previous "bosses," but they can still pack quite a punch. Because she is equipped with wings, it's hard to trap her. Before each turn try to determine where she'll move and who she'll strike. The battle ends as soon as you've defeated her.

Interlude



Godard is meeting with Ladorak. Godard's suggestion to shatter the authority of the Church of Nirvath disturbs Ladorak because of the amount of bloodshed involved.

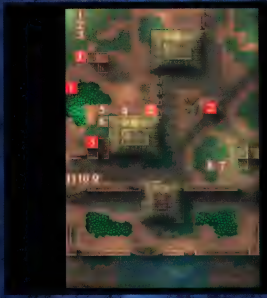
Suddenly, Commander Jacob charges into the room. He's overheard the whole thing, and though he does not know how Godard has blackmailed the cardinal, he's certainly not frightened of him.

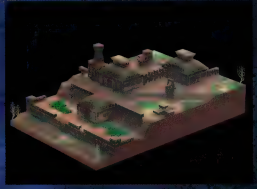
Jacob draws his sword and prepares to take off Godard's head when Jamir and Manon arrive. However, they draw their swords against Jacob, and not Godard.

Jamir and Manon have been "converted" to the Kudur Cult, although it's obvious they are in a trance. They urge Jacob to join as well.

Head for Domigo Ruins, the next battle point, once you return to the world map.

Battle #41: Domigo Ruins





Situation

The White Dragons head back to what was Domigo Village to return to their ship. However, when they arrive they find the trio of assassins—Doom the Thunder, Thorpe the Gorgeous, and Godeau the Grief—waiting for them.

Strategy

BATTLE STATS

Victory: Defeat the trio
Defeat: Death of Hero
Recommended Level: 40-41
Treasure Chest(s):
1. Iron-fan (V:1 H:21)
2. B-Sniper (V:7 H:16)

Hidden Items:
1. Helmet (V:0 H:18)
2. Specs (V:13 H:16)
3. Gauntlet (V:2 H:13)
Necessary Techniques (for Items): Winged Armor, Unlock, Searchmark
Recommended Techniques (for Battle): Recovermark, Heal Soul, Angel Smile, Switcher, Re-move, Equip Trade

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Godeau	40	500	64	150	Breaker, Ragnar	D, I, T	C	-	-	-	-	-	O	Dark Punish x3, Ax Storm x10
2	Doom	42	655	62	180	Golden Axe, F-Heater	T	A	-	-	O	-	-	-	Thunderfall x3, Ax Storm x10, Song of Joy x2
3	WNElite	39	423	10	82	Assassin, Club Shield	N/A	B	-	X	-	-	O	-	Re-animator x2
4	Thorpe	40	670	55	180	Calibur, Ragnar	I, T	N	-	-	-	X	-	-	Thundershot x3, Triple Slash x9, Ax Storm x9

Loot: 4L2M G

This is the same map as in Battle #35, and the treasures remain in the same places. However, if you already picked them up, they won't reappear.

Wow! A battle against all three assassins at once—this should be good. This is a tough one, so make sure you come prepared.

The scariest thing about this battle is not the actual trio itself, but the spell caster that's supporting it. He's here for one thing only–re-animation. The re-animation technique revives one dead party member. He can bring any assassin you kill back to life, and he can cast this technique twice!

The re-animation technique brings any of the trio back to life once you kill them. Are we having fun yet?

Your party starts the battle trapped in this cramped little corner. The only way out for most of your team (anyone who can't scale heights above 5) is to use this small area to the left.

Godeau is the first of the trio to reach your party. He's got 500 HP, plus the deadly Dark Punish technique. With your party behind those fences he can attack a whole group of your people. Alone, Godeau is not too bad—but Thorpe is closing fast.

Godeau's Dark Punish technique causes damage early in the battle.

Thorpe will, most likely, reach your team on the turn after Godeau. Her HP is slightly lower than Godeau at 470, but her mobility makes her tough. And if her wings weren't enough, she's still got her Thundershot spell for group damage at a distance.

Like Godeau's Dark Punish, Thorpe's Thundershot technique has a field of two. This can mean devastating damage for an entire group of your team.

Doom brings a whopping 655 HP to the battlefield. However, his techniques are far less dangerous. He tends to stay out of the way in the beginning because he cannot scale the high fences as Thorpe and Godeau can.

Doom's Thunderfall technique only has a field of one, but that could still be up to five people getting hit!

Remember that each member of the trio can only cast his or her special technique three times, even if he or she has been re-animated. Also, after the members have been re-animated, their HP is significantly lower. If you can somehow survive until everyone's supply of MP is gone, you'll be victorious in the end. However, it may cost you several of your allies in the process.

Interlude

Yorli examines more artifacts at the Zagin Ruins in West Natra and is surprised to learn that all three recount the same story.

Suddenly, Godard appears again and Yuri recognizes him from Zabu Island. Godard explains that, like Yuri, he discovered "the truth" many years ago. Yuri is surprised that he claims the contents of the book to be historical fact.

The book claims that St. Nirvath was no savior at all, but actually the destroyer of the Old World. Why would St. Nirvath do such a thing?

Godard explains that there is only one possible reason: St. Nirvath wanted to become God. Godard invites Yuri to go with him to hear the true voice of God....

Finally, you can reach Naska City. Head there next.

When you arrive, the party meets at the Audience Chamber. It seems odd that the king's abduction has not caused more of a stir around the capital.

A man's voice is heard, and then Ladorak and Duke Kleuth appear from a side passage. The duke is in the same state that Jamir and Manon were in earlier. This explains his acceptance of Ladorak as an ally.

However, the alliance was also sealed with the marriage of Franz and Adele. The White Dragons are ordered to bow down before the king and queen.

Next, we read:

"Those who sought freedom from their destiny....

Those who choose to fight their destiny....

Their ardent designs come together by their power, but that same power drove them apart....

We all pursued them, our beliefs and convictions, making ever greater sacrifices....

Chapter 3–End"

The Final Chapter

"A coup in East Natra placed Princess Adele, the illegitimate daughter of King Zekras, on the throne. Soon after, she married King Franz of Central Natra. Their marriage also meant the union of the factions they represented.

The formerly warring kingdoms of Central and East Natra were reborn as United Natra. Its combined army quickly lay siege to the outnumbered West Natra.

In the autumn of Holy Year 997, only the final acts remained in the long and bloody civil war of Natra."

Interlude

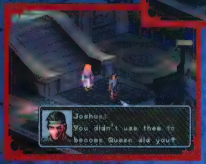
Head for the city of Yuggor and watch an event sequence with the White Dragon members.

We learn that a major offensive is planned against West Natra. We also learn that some of the group have misgivings over the marriage of Central and East Natra.

The baron is among those who feel the situation is too good to be true. He also thinks Cardinal Ladorak and Duke Kleuth have been acting oddly.

Agress, from out of nowhere, draws her sword and runs to the window. Enemies have surrounded the group and they are thrown into an unexpected battle.

The scene switches to Hero thinking by himself outside. Queen Adele asks him why he did not listen when she told him to get out of the war. Hero explains that he cannot quit without fulfilling his responsibility.



Hero inquires why she was traveling with the Kadur Cult and if she used the Cult to become queen.

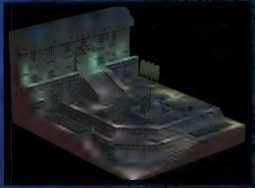
Adele admits as much, but she claims it was only to fulfill her grand vision. She needed the power to do what's best for everyone.

Hero wonders if it was actually Adele who was used. His pleas fall on deaf ears, however as Adele believes he does not understand. Adele heads back into the palace.

Hero calls her, but Friar Mahler drops in with a bunch of his lackeys. Hero is forced into battle with them, but there are just too many.

Fortunately, the rest of the White Dragons arrive just in time.

Battle #42: Palace Steps



Situation

Friar Mahler, once again, attempts to deliver "divine justice" to the White Dragons. He manages to find Hero alone. However, just when things begin to look bad for Hero, the rest of the team shows up.

Strategy

BATTLE STATS

Victory: Defeat Friar Mahler
Defeat: Death of Hero
Recommended Level: 41
Treasure Chest(s):
1. Goblin Shield (V:19 H:6)

Hidden Items:
1. Map-13 (V:19 H:25)
Necessary Techniques (for Items): Unlock, Searchmark, Blockmake, Blockbreak
Recommended Techniques (for Battle): Recovermark, Switcher, Re-move, Magic Absorb, Blockmake, Godbless

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Cultist	40	96	140	45	Magemace	N/A	E	-	-	-	-	X	-	Solar Flare x4, Blackholes4, Heal Wind x3
2	Cultist	40	96	140	45	Magemace	N/A	E	-	-	-	-	X	-	Heal Up x9, Minimizer x5
3	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
4	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
5	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
6	Mahler	42	648	82	185	Calibur, Knight Shield	F	A	-	-	-	-	-	10	Firebrash x4, Triple Slash x10
7	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
8	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
9	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	Ax Vortex x3
10	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
11	Cultist	40	205	23	90	Battler, Knight Shield	N/A	A	-	-	-	-	X	-	N/A
12	Cultist	40	138	45	68	B-Sniper	N/A	E	-	-	-	-	X	-	N/A

Booty: 52,504 G

You'll see that Minimizer technique during this battle. Make sure you can counter the effects.

Your objective for this battle is twofold: first, protect Hero because he's all alone in the center of the map. Second, defeat Mahler.

There's the friar, but you'll have to deal with those ax-wielding goons of his first.

Friar Mahler starts the battle on the right edge of the map. Because he's the target, try heading up the stairs in that direction. However, either way, you face three Cultists blocking the path.

These flower beds along the pathway are actually bushes, so some of your team has to travel along the side.

Look out for the second spell caster. His Solar Flare technique can burn up a lot of HP.

Your path to the top level should not be too difficult once the ax-wielding Cultists are out of the way. Watch out for those spell casters, though.

The friar still loves to toss that Fireburst skill around.

Mahler has 649 HP and a devastating Firebust technique, but beyond that he's pretty weak. Your best swordsmen should be enough to take him out. Surround him, keeping your distance guys back for support. The battle ends once he's defeated.

Afterward

Hero is relieved to see the rest of the White Dragons; he thought they were done for. The baron explains that they almost were, but at the last minute, a couple led them to safety.

Hero is surprised to learn that the couple is Clive and Rosaly. Clive explains that they were "just following the boss's orders."

The boss refuses to give his name. He agrees to talk further at their organization's hideout.

The scene switches and we see Godard scolding Mahler for letting everyone slip away. Godard regrets that he did not convert Baron Pratau, but the process requires too much time and the convert becomes a lifeless drone.

Godard informs Ladorak that Pratau has not yet been converted because he could serve a useful purpose. Godard charges Ladorak to find the White Dragons and the team who thwarted the assassination, or his usefulness may soon expire.

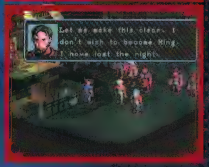
The scene now returns to the White Dragons in the partisan's hideout, where the boss informs the Dragons that neither Ladorak nor Kleuth is in control of United Natra. The real leader is the head of the Kudur Cult.

The boss explains that the Cult uses a process they call "conversion" to manipulate people. The process involves several days of drugs and hypnosis until even the strongest-willed individual eventually succumbs.

The partisans' objectives are, first, to defeat the Kudur Cult, then, eventually, to dismantle their class-based society and establish a democracy based on equality.

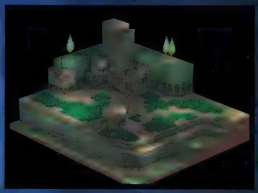
Pratau agrees with their ideals, but he is curious to know how they are so familiar with the inner workings of the Kudur Cult. The boss's answer is to show them his face.

They are surprised to learn that he is actually Nicola, the deposed king of East Natra. Nicola explains that he was saved from assassination just in the nick of time. However, he wants to make one thing clear–he does not wish to be king.



A lookout enters the room to inform Nicola that their base at Bazo Forest is under attack. The baron decides to return Nicola's favor by rescuing their base.

Battle #43: Bazo Forest



Situation

Baron Pratau volunteers the White Dragons when the Bazo Forest base of Nicola's partisan group is attacked. It's only fair, because Nicola's group saved the White Dragons from the friar in an earlier battle.

The White Dragons discover, upon their arrival, that they're too late–the base is completely overrun. However, the Blood Knights are still milling around.

BATTLE STATS

Victory: Defeat Jacob, Jamir, and Manon
Defeat: Death of Hero
Recommended Level: 43
Treasure Chest(s):
1. *G-Hammer (V:30 H:21)*
2. *L-Vase (V:14 H:19)*

Hidden Items:
1. *Plug (V:3 H:7)*

Necessary Techniques (for Items): Winged Armor, Searchmark, Unlock
Recommended Techniques (for Battle): Recovermark, Blockmake, Heal Max, Switcher, Magic Absorb, Solar Flare

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	E	I	T	V	D	D	Skills
1	B. Knight	41	140	142	45	Lunarod, Tortoise Shield	N/A	A		O					Heal Soul x5 Magic Absorb x99
2	Manon	42	641	59	180	W-Dagger, Tortoise Shield	I, S, R x3	A		O	O				Dark Punish x6
3	B. Knight	41	220	23	99	Assassin, Tortoise Shield	N/A	A		O					Double Slash x5
4	B. Knight	41	140	142	45	Lunarod, Tortoise Shield	N/A	C		O					Solar Flare x4, Heal Soul x8
5	Jacob	42	620	61	190	Lance	L	A		O					Maelstrom x3, Hell Jab x10
6	Jamir	42	550	100	160	Caliber, E-Punch	E, P	C		O		O			Brawler x25
7	B. Knight	41	143	45	68	B-Sniper	N/A	C		O					N/A
8	B. Knight	41	143	45	68	B-Sniper	N/A	C		O					N/A
9	B. Knight	41	166	23	99	Assassin, Tortoise Shield	N/A	W		O		X			N/A
10	B. Knight	41	179	23	99	B-Sniper	N/A	A		O					N/A
11	B. Knight	41	220	23	99	Assassin, Tortoise Shield	N/A	A		O					N/A

Booty: 68,102 G

Head to the right and proceed up the raised cliffs to the main surface level. Your first target is Jamir.

If Jamir gets close enough he may use his Brawler technique. We're talking maximum overkill with this one!

Jamir has 550 HP, and not much in the way of distance techniques. However, his Brawler technique can reduce your HP to nearly nothing, so be on guard. Surround him quickly and get him out of the way before more enemies show up. Unless you've already taken out the team on the left of your starting area, they show up midway through your battle with Jamir.

Your next opponent is likely to be Manon. However, Jacob may show up if your party is closer to his position.

Manon has 641 HP, and also the Dark Punish technique that Godeau was so fond of earlier. Be careful around the spell caster that hangs around her. He heals her up frequently, and if he runs out of MP he's liable to steal some of yours.

Jacob's Maelstrom attack knocks the wind right out of you!

Jacob has 620 HP, plus a powerful Maelstrom technique. Usually, by the time you fight him, you are already pretty worn out. Hang in there, and save some of your best stuff for him.

Interlude

Adele speaks to Franz. She expresses her sorrow over what's been done to him. They took his freedom, will, and emotions just because he was born a royal.

A boy's voice is heard from the back of the room. Adele turns and finds a young boy near her window. The boy claims that he heard someone crying, so he came to cheer that person up.

Nicola has received word from a mole within their ranks that Godard is ensconced in a convent. The Cult built the convent 150 years ago in a huge cavern. Unfortunately, the cavern is extremely well protected. Nicola asks the White Dragons for help.

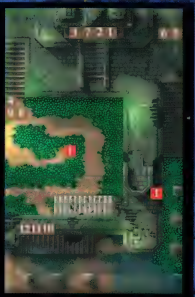
A maid informs Adele that supper is ready. The maid asks the queen who she was talking to. Adele turns to show her the young boy, but he's vanished.

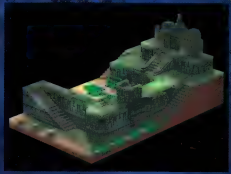
The scene switches to the partisan hideout. The White Dragons tell Nicola that the base at Bazo Forest has been completely wiped out. Because the base is gone, Nicola has no other options–he must attack now.

Hero agrees to support them. They decide to attack right away because most of the enemy troops are out fighting the West. This should leave their convent vulnerable.

Head for the Slate Convent once you're back at the world map. To get there you'll pass through Lugusta Ruins.

Battle #44: Lugusta Ruins





Situation

The White Dragons, plus Clive and Nicola, head for the Slate Convent to go after Godard. However, they meet Yuri on their way through the Lugusta Ruins.

Yuri is now part of the Kudur Cult. He says Hero must die for "Master" Godard. However, Yuri is not man enough to do it himself, so he summons some Minions to do it for him.

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 43
Treasure Chest(s):
1. Tri-rake (V:15 H:11)

Hidden Items:
1. Map-14 (V:6 H:14)
Necessary Techniques (for Items): Winged Armor, Searchmark, Unlock
Recommended Techniques (for Battle): Recovermark, Blockmake, Heal Max, Switcher, Magic Absorb, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AG	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	Skills
1	Minion	42	130	24	95	Harpoon	N/A	W	-	-	-	-	X	-	O Triple Jab x6
2	Minion	42	129	144	47	Cosmorod, Knight Shield	N/A	X	-	-	-	-	-	-	O Solar Flare x4, Heal Max x4
3	Minion	42	130	24	95	Harpoon	N/A	W	-	-	-	-	X	-	O Triple Jab x6
4	Minion	42	129	144	47	Cosmorod, Knight Shield	N/A	X	-	-	-	-	-	-	O Heal Soul x5, Solar Flare x4
5	Minion	42	150	48	70	B-Sniper	N/A	C	-	-	-	-	-	-	O N/A
6	Minion	42	150	48	70	B-Sniper	N/A	C	-	-	-	-	-	-	O N/A
7	Minion	42	150	48	70	B-Sniper	N/A	C	-	-	-	-	-	-	O N/A
8	Minion	42	213	24	95	Tabaljin, Knight Shield	N/A	A	-	-	-	-	-	-	O N/A
9	Minion	42	213	24	95	Tabaljin, Knight Shield	N/A	A	-	-	-	-	-	-	O N/A
10	Minion	42	213	24	95	Tabaljin, Knight Shield	N/A	A	-	-	-	-	-	-	O N/A
11	Minion	42	213	24	95	Tabaljin, Knight Shield	N/A	A	-	-	-	-	-	-	O N/A
12	Minion	42	150	48	70	B-Sniper	N/A	C	-	-	-	-	-	-	O N/A

Booty: 80,000 G

Line up toward the left and head up the stairs. You encounter the first group of enemies on their way down. They can't make it all the way down the stairs, so it's easy to halt their descent early (and take out several of them).

Sending your team up the left stairs cuts off the Minions on this side from reaching ground level. It also forces them into a compromising position.

Don't go up the stairs. The enemy spell caster uses the Solar Flare technique to deal a major blow to your HP. You can't avoid it, either. The stairs and the upper walkway are only wide enough for two people. Instead, fall back and let the enemies come to you.

This pathway leading to the right stairs is filled with bush terrain. Most of your troops have to hang back for a while.

Those two archers on the other staircase will be along soon. They can attack from a distance so be prepared. Try battling them by having an ally turn his back on them.

Interlude

"Meanwhile, United Natra's combined army launched a massive offensive aimed at the fortress city of Gardan, West Natra's stronghold...

King Gregor receives a messenger with news from the battlefield. United Natra's forces have once again breached the West's defenses. They have just lost the Red Sheep Knight Brigade.

Agatha enters the chamber and claims that the forces of United Natra will be smashed within days. Emperor Gorba Four of the Twin Empire is sending help.

Hero does not want to hear any of it, so he cuts Clive off. Clive does make one request, though. He wants Hero to take care of Rosaly should anything happen to him. A decision point is reached here.

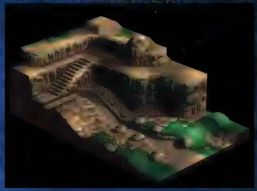
You can respond with:

1. OK. I'll protect her.
2. You protect her.

The scene switches to Hero and Clive enjoying a moment together. Clive tells Hero that he and Rosaly have been living together. Hero expected as much, but there's more. Apparently, Rosaly still has feelings for Hero....

Choose one of the options and you'll continue onto the world map. Let's go to Slate Convent!

Battle #45: Slate Convent



Situation

The White Dragons, along with Nicola and Clive, finally reach Slate Convent–Headquarters of the Kudur Cult. The convent must be destroyed.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 43-44
Treasure Chest(s):
1. Clanger (V:13 H:25)
2. G-Shot (V:9 H:25)

Hidden Items:
1. Map-C (V:12 H:15)

Necessary Techniques (for Items): Winged Armor, Searchmark, Unlock
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Switcher, Magic Absorb, Aqua Freeze, Spirit Fruit

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	E	T	W	H	D	Skills
1	Minion	43	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	Ax Vortex x4
2	Minion	43	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	Ax Vortex x4
3	Minion	43	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	Ax Vortex x4
4	Minion	45	134	144	47	Cosmorod, Club Shield	N/A	B	-	-	-	-	-	O	Solar Flare x3, Heal Max x1
5	Minion	43	130	24	95	Harpoon	N/A	B	-	-	-	A	-	O	Triple Jab x6
6	Minion	43	184	24	95	Harpoon	N/A	A	-	-	-	-	-	O	Triple Jab x6
7	Minion	45	184	24	95	Harpoon	N/A	A	-	-	-	-	-	O	Triple Jab x6
8	Minion	45	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
9	Minion	43	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
10	Minion	45	150	48	79	B-Hyper	N/A	C	-	-	-	-	-	O	N/A
11	Minion	43	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A

Booty: 90,000 G

This battle is just against Minions, similar to your last battle. Because there's no main enemy to worry about, you can be a little more relaxed with your approach. Don't get sloppy, however.

The spell caster has an annoying Heal Max technique that he casts from his perch above you. It's a real pain, but he's only got four chances to use it.

Use the waiting tactic. Keep your party around your starting area and sit tight until your enemies arrive!

Afterward

After the battle you learn that Godard, their boss, is up ahead. It's finally time to give Godard a bit of his own medicine. Proceed cautiously, however.

Interlude

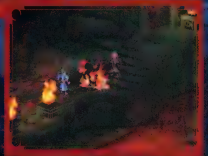
Ladorak appears before Godard. They have an "interesting guest."

Godard is concerned because the supposedly dead King Nicola has come to their convent, which is known only to a handful of followers, seeking Godard's head.

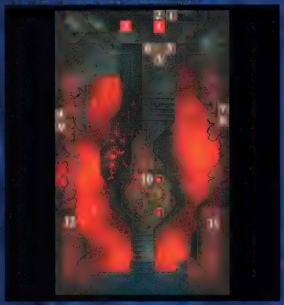
Ladorak burns to death in a spell cast by Godard.

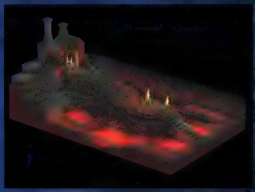
Ladorak begins to get nervous because it seems that Godard is accusing him of betrayal. Yuri arrives and decidedly seals Ladorak's fate.

Yuri heads for Yuggo to prepare for "resurrection." Afterward, we're back at the world map. Head back into the Slate Convent.



Battle #46: Slate Convent (Revisited)





Situation

The White Dragons arrive at Godard's chamber to confront him. Nicola reveals that Ladorak is the mole within Godard's organization. However, Godard informs them that the mole is dead. Clive, who is quite angered by this news, rushes Godard and is wounded in the process.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 45
Treasure Chest(s): N/A

Hidden Items:
1. Coffin (V:9 H:24)
2. Map-1 (V:6 H:24)

Necessary Techniques (for Items): Winged Armor, Searchmark, Blockmake
Recommended Techniques (for Battle): Recovermark, Blockmake, Heal Max, Switcher, Magic Absorb, Kill/Lament, Paralyzer

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Alternative	AC	I	C	T	W	H	D	Skills
1	Minion	44	130	24	95	Harpoon	N/A	W	-	-	-	X	-	O	Triple Jab x6
1	Minion	44	130	24	95	Harpoon	N/A	W	-	-	-	X	-	O	Triple Jab x6
3	Godard	46	762	200	60	Evilrod, Skull Shield	N/A	B	-	-	-	-	-	O	Exodus x2
4	Minion	44	100	144	47	Cosmorod	N/A	W	-	-	-	-	-	O	Solar Flare x2, Heal Soul x1
5	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
6	Minion	44	130	68	70	Fuujin	N/A	C	-	-	-	-	-	O	N/A
7	Minion	44	130	68	70	Fuujin	N/A	C	-	-	-	-	-	O	N/A
8	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
9	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
10	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
11	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A
12	Minion	44	218	24	95	Tabaljin, Club Shield	N/A	A	-	-	-	-	-	O	N/A

Booty: 110,000 G

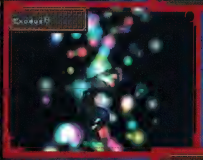
Oddly enough, this battle requires you to defeat all enemies on the battlefield, instead of just Godard. It's not an easy task.

Take out the Minions first. The one spell caster has Solar Flare and Heal Soul techniques. He's on the left so concentrate there first. It'll be a lot easier if he's not healing every enemy you injure.

The stand-alone ax-bearing Minions on either side of the map are your closest targets. Let them get closer before you attack.

The other Minions begin to trickle toward you once you've taken out enough of their comrades. Regroup and stand fast for their attack. Don't head for Godard until you've cleared out everyone who's not standing with him.

The archer and ax-type Minions will not leave Godard's side until you've defeated every other enemy.



Fortunately, the only technique that Godard has is Exodus. Unfortunately, the Exodus technique can easily strip upwards of 100 HP. Fortunately, Godard can only cast it twice.

Try to trap Godard into a corner.

Godard has a phenomenal 762 hit points! We've seen him cast some fantastic spells so far in the game, but surprisingly, he only has one technique. Exodus is a tough spell, so make sure you have some healing ability left. The battle should not be too difficult as long as Godard is the only enemy left.

Afterward

The party administers some last comforts to Clive before he passes on. Then the party leaves the convent and heads for one of the partisan bases.

Interlude

Nicola thanks the White Dragons for their assistance in taking down Godard. The only step remaining is to hunt down the remnants of the Kudur Cult. The baron offers to join Nicola in this endeavor as soon as they defeat West Natra.

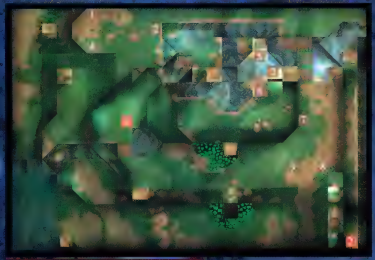
Hero does not feel this is really the end of the Kudur Cult. After all, Yuri is still out there. However, before the group gets a chance to discuss this, Gilti enters with troubling news.

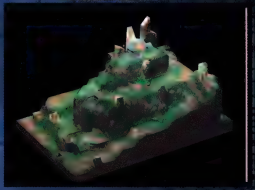
Gilti reports that the Zoea-Archoo, the Twin Empire, has sent its army to support the West. Worse, instead of entering through its own border, they are marching through Nirvadia the Church State. This means that the United Natra forces will be trapped between the West and the Twin Empire's forces.

There's not much the White Dragons can do for the main troops of United Natra. Their only option–and it's a gamble–is to mount a surprise attack on Gardeau to abduct King Gregor. With Gregor as the bargaining chip they could negotiate peace with the Emperor.

Two additional destinations are now available on the world map–Buhho Mountain and Gardeau.

Battle #47: Buhho Mountain





Situation

The addition of the Twin Empire's forces to the war causes the White Dragons to take a serious risk to bring things to a close–infiltrate the West's Capital and capture King Gregor.

On their way to Gardeau, the party encounters Godeau and Thorpe in Buhho Mountain.

Strategy

BATTLE STATS

Victory: Defeat Godeau and Thorpe
Defeat: Death of Hero
Recommended Level: 45
Treasure Chest(s):
1. Nodachi (V:7 H:8)
2. Letter-2 (V:22 H:0)

Hidden Items: N/A
Necessary Techniques (for Items): Winged Armor, Unlock
Recommended Techniques (for Battle): Recovermark, Blockmake, Heal Max, Switcher, Magic Absorb, Killfilament, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	E	F	I	J	W	H	O	Skills
1	WNElite	45	210	24	99	Harpoon	N/A	A	-	X	-	-	O	-	Triple Jab x4
2	Godeau	46	550	65	150	H-Dagger, Golden Ax	D,I	C	-	-	-	-	-	O	Dark Punish x3, Ax Storm x10, Thunderfall x3
3	Thorpe	46	570	60	68	Caliburn, Golden Ax	T,I	W	-	-	-	-	X	-	Thundershot x4, Triple Slash 100, Ax Storm x10, Thunderfall x5
4	WNElite	45	210	24	99	Harpoon	N/A	A	-	X	-	-	O	-	N/A
5	WNElite	45	168	24	99	Harpoon	N/A	W	-	X	-	X	O	-	N/A
6	WNElite	45	168	24	99	Harpoon	N/A	W	-	X	-	X	O	-	N/A
7	WNElite	45	168	49	72	Rapier	N/A	C	-	X	-	-	O	-	N/A
8	WNElite	45	196	49	72	Breaker, Hoplon	N/A	C	-	X	-	-	O	-	N/A
9	WNElite	45	196	49	72	Breaker, Hoplon	N/A	C	-	X	-	-	O	-	N/A

Booty: 120,000 G

Godeau and Thorpe, the assassins from the West, are getting tired of running into your party all the time. You're probably tired of running into them, also. This battle can be surprisingly brief–if you let it.

Organize your party into a position that allows you to effectively cover both sides.

Use the tried and true waiting method during this battle. The one square bridge to the left of your starting area is a good place to organize your team. You'll see some enemies on both sides of you. Godeau should arrive from the left.

Godeau is packing 550 HP, and he's still got those Dark Punish and Ax Storm techniques from the last battle. Finish him off and then either wait for Thorpe and her posse of winged soldiers, or head on up there to get her.

Thorpe has 520 HP, and like Godeau, has the same techniques from your last meeting with her. However, in this battle, you may see her use the Triple Slash more often than she has in the past. The battle ends once both assassins are defeated.

Interlude

We see a young girl try to show some flowers to her mother. The girl turns and spots her father across the way.

The young girl's father, a nobleman, is getting a little "frisky" with a noblewoman. The noblewoman expresses concern over their activity out in public. She's concerned that the nobleman's wife might discover them. However, the nobleman is not worried because, after all, they were both just pawns used by their parents to form the Twin Empire.

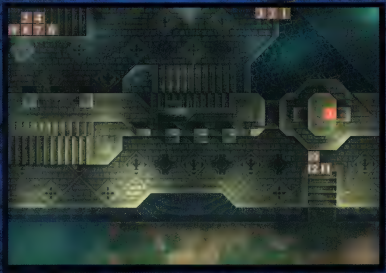
The girl is confused by the whole scene, but her mother runs away before the girl can ask what has just happened. The scene fades and it turns out to be a dream of Agatha's, or rather, a memory from the past.

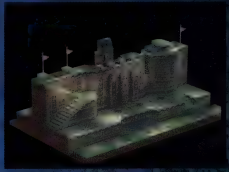
Doom the Thunder brings Agatha back into reality. Agatha intends to save Archeo from the Twin Empire's horrific control. In fact, they've already got a liberation army prepared and ready.

Once they have successfully stripped Archeo from Zora the queen mother won't need Natra any longer. She plans to take Minea with her back to Archeo. Finally, she will have the opportunity to atone her sins to her daughter.

Head for Gardeau from the world map. The next battle begins as soon as you arrive.

Battle #48: Gardeau





Situation

The White Dragons arrive at Gardeau, West Natra's defensive stronghold. They are surprised by how sophisticated its defenses are. It's obviously going to be a tough battle.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 46
Treasure Chest(s):
1. Map-5 (X:22 H:10)

Hidden Items: N/A
Necessary Techniques (for Items): Winged Armor, Double Block, Unlock
Recommended Techniques (for Battle): Recovermark, Blockmake, Double Block, Terraformer, Heal Max, Re-move, Killfilament, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	AI	A	I	T	R	H	D	Items
1	WNElite	46	144	24	99	Wildboar	F	F	-	X	-	E	O	-	Triple Jab x6
2	WNElite	46	138	158	48	Emperord, Hoplon	N/A	R	-	X	-	-	O	-	Heal Max x8, Mumminer x6, Refresher x52
3	WNElite	46	168	49	72	B-Sniper	N/A	C	-	X	-	-	O	-	N/A
4	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A
5	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A
6	WNElite	46	168	49	72	B-Sniper	N/A	C	-	X	-	-	O	-	N/A
7	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A
8	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A
9	WNElite	46	168	49	72	B-Faery	N/A	C	-	X	-	-	O	-	N/A
10	WNElite	46	168	49	72	B-Faery	N/A	C	-	X	-	-	O	-	N/A
11	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A
12	WNElite	46	238	24	99	Heaven, Hoplon	N/A	A	-	X	-	-	O	-	N/A

Booty: 130,000 G

The only way to get into Gardeau is by the stairs to the right of your starting location. You can send any winged allies directly over the moat, but it's better not to separate your party this early in the battle.

Use this stairway if you want to get anywhere on this battle map.

Create a defensive front for those first soldiers. The battle will be brief because there are only three of them, but you'll still want to avoid any unnecessary damage.

The rest of the enemies are on the opposite side of the building. It takes them a few turns to get up the stairs. Watch the enemy archers. Don't leave your party exposed once they get on top of the building.

The spell caster can use techniques on the opposite side of the building without reaching the top of the stairs. However, he won't attack—he'll use the Minimizer technique or heal his allies.

You begin to meet enemy soldiers once you reach the stairway that leads to the roof of the building. The rest of the battle plays out here. There's no "boss" to fight, so you should have a relatively easy time.

Interlude

Princess Minea enters Agatha's room. Agatha has noticed some commotion and asks Minea what is going on. Minea does not know, but that's not why she came to see her mother.

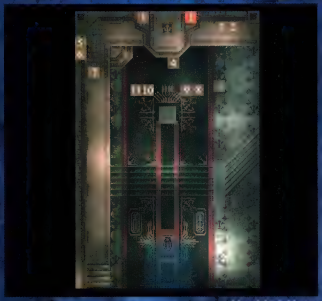
Minea hands her mother some tea, and her mother begins to tell her about the conversation she had earlier with Doom. However, before she can explain, she is paralyzed by poison in the tea. Minea calls King Gregor into the room, and he stabs the queen mother. Agatha retaliates by pulling the dagger out of her stomach and charging Gregor, but Minea jumps in the way.

Doom runs down the hall to find out what's happening. He finds both Agatha and Minea bleeding from severe wounds. He reports that the liberation was a success: their army successfully took the Archeo-Zora capital and Archeo is free. Agatha is relieved to hear this news, but her wounds are too severe and she dies.

The scene switches to White Dragons entering the royal palace of West Naira. Here is concerned about the lack of resistance, but their conversation is interrupted when Gregor enters the room pleading for help.

Doom quickly follows Gregor into the room; he is poised to kill King Gregor for harming Queen Mother Agatha. Gregor turns to try and run again, but Doom swings his weapon, hitting Gregor in the back. Doom turns to your party next.

Battle #49: Gardeau Royal Palace



Situation

With the death of Queen Mother Agatha, and after already killing King Gregor, Doom decides that he wants to go out amid a lot of bloodshed. He turns his sights on the White Dragons.

Strategy

BATTLE STATS

Victory: Defeat Doom the Thunder
Defeat: Death of Hero
Recommended Level: 47
Treasure Chest(s):
1. Bracelet (V:10 H:23)

Hidden Items: N/A
Necessary Techniques (for Items): Winged Armor, Unlock
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Re-move, Heavengate, Killfilament, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	Skills
1	Phantom	47	170	100	50	Evilrod, F-Heater	N/A	[illegible]					X	O	Heal Max x2, [illegible] x1
2	Dragon	47	148	25	100	Susumata	N/A	W	O	X		X	-	-	Triple Jab x6
3	Dragon	47	148	25	100	Susumata	N/A	W	O	X		X	-	-	Triple Jab x6
4	Doom	56	715	70	140	Golden Axe, F-Heater	F, A, W x1	X	-	-	O	-	-	-	Thunderfall x3, Ax Storm x3, Absolute 0 x5
5	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	-	X	O	N/A
6	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	X	O	-	N/A
7	Mercwall	47	170	50	75	Bomb	N/A	C	X	O	-	-	-	-	N/A
8	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	-	X	O	N/A
9	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	-	X	O	N/A
10	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	-	X	O	N/A
11	G. Armor	47	267	25	100	Tabaljin, F-Heater	N/A	A	-	-	-	-	X	O	N/A

Booty: 101,819 G

These G. Armor enemies are the only things standing between you and Doom the Thunder.

Your initial targets are the four G. Armor enemies at the top of the stairs. They don't pose too much of a threat as long as you plan things well and accurately predict where they will move. It's not too difficult once you get the hang of it.

At some point during your battle with the four G. Armors, the Werewolf creeps down the side of the map. His bomb weapon works much like a bow and can hit you from great distances. If you've got any distance power to throw his way, use it now and spare yourself the trouble of killing him later.

The target for this battle is Doom, so if you feel pretty brave, head his way next without worrying about the other enemies. However, if you take a more cautious approach to life, hang back and use your distance attacks first.

You will be in for a few surprises when you finally take on Doom. Perhaps it's because he's lost the will to live, but he sure has become more adept at fighting this time around. He's sitting on 715 HP and a number of techniques. In addition to the Thunderfall technique he used before, he has an Absolute 0 attack, plus three Recovermark skills on his shield. This means that Doom automatically recovers 45 HP every turn. It won't be easy, but the battle ends once you defeat him.

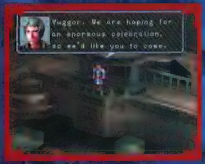
AFTERWARD

The party wonders what to do next. Because Gregor is dead, they believe there will be no stopping the Imperial Army from crushing United Natra.

Just before he dies, Doom tells them not to worry about it. He fills them in about Archeo's liberation; the Imperial Army has turned back–it won!

Yuri appears on the balcony at this point. He tells the group that he brings them "good tidings" and delivers a message about a birth in Yuggor.

They are planning a special reception and would like the White Dragons to come. Everyone feels a little queasy about the situation, but they decide to head for Yuggor anyway.



Interlude

The scene switches again, and we are inside Natra Palace. Adele tells Franz that they have just received word of the West's capitulation. She promises to find a doctor for Franz once things finally settle down.

The young boy who Adele saw earlier enters the room again. He appears to be in pain, and says something about being sent away. When Adele turns to call someone for help, the boy appears to phase out. However, just before he goes, he says his name is Franz.

Just then, King Franz awakens, although his laugh sounds strangely similar to Godard's. When Franz speaks, he says that the little boy was the vestige of Franz's soul.

Mahler enters the room and is shocked to see that Franz is speaking. Franz (Godard) tells Mahler that he has no need for Adele because he has this new body. He "gives" her to Mahler to do with as he likes. However, Mahler does not seem to understand and draws his sword in an attempt to drive the demon out of Franz's body. Godard fires off a spell at Mahler.

Adele realizes that Godard has taken Franz's body. Godard explains that he has been switching bodies for 150 years, but he first started out as Kudur Rado Godard. He founded the Kudur Cult after the church expelled him as a heretic.

The scene now switches to 150 years into the past. An old man pleads with a priest to treat his grandson. However, the priest refuses to go because it's the Sabbath and the scriptures do not allow him to leave. Just then, a young man enters the room to find out what is wrong. The priest recognizes him as Cardinal Godard. Godard agrees to see the boy, saying that human life comes before the commandments.

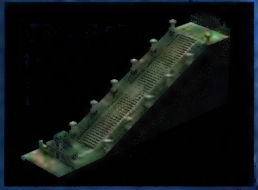
In the next scene, we see Godard's excommunication from the church. His act, saving the boy's life, was deemed inappropriate by a church tribunal. The child and his grandfather were both killed by people who feared Godard's actions.

Your next destination, from the world map, will be Yuggor. Stop by a shop and check your equipment first.

Your party heads for the partisan hideout as soon as they get to town. Rosaly is happy everyone is OK. Hero asks what's going on in Yuggor. Because West Natra has collapsed and the Twin Empire is no longer a threat there should no longer be so much tension in town.

Rosaly explains that Godard has been resurrected by taking over King Franz's catatonic body. He's commanding the remaining Kudur Cultists and has already captured Nicola and several others. Hero decides that they must break into the Natra Palace as soon as possible. Head there next once you reach the world map.

Battle #50: Natra Palace



Situation

The White Dragons head for Natra Palace once they learn of Nitola's capture. They are determined not to let the resurrected soul of Godard continue in this course any longer.

The White Dragons discover that the Kudur Cult has taken over the palace.

Strategy

BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Recommended Level: 48
Treasure Chest(s): N/A

Hidden Items:
1. Letter-3 (V:9 H:36)
Necessary Techniques (for Items): Winged Armor, Searchmark
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Re-move, Heavengate, Killfilament, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	E	W	H	D	Skills
1	Minion	48	172	52	76	Tabaijin, Emperod	N/A	C	-	-	-	-	O	Ax Vortex x8, Hailstorm x1
2	Minion	48	150	26	102	Reaper	N/A	W	-	-	X	-	O	Ax Vortex x4
3	Minion	48	150	26	102	Reaper	N/A	W	-	-	X	-	O	Ax Vortex x4
4	Minion	48	166	180	52	Emperod, Mirror Shield	N/A	R	-	-	-	-	O	Heavengate x4, Killfilament x4
5	Minion	48	172	52	76	Reaper	N/A	C	-	-	-	-	O	Ax Vortex x8, Hailstorm x1
6	Minion	48	172	52	76	Reaper	N/A	C	-	-	-	-	O	Ax Vortex x8, Hailstorm x1
7	Minion	48	215	26	102	Reaper	N/A	A	-	-	-	-	O	Ax Vortex x4
8	Minion	48	215	26	102	Reaper	N/A	A	-	-	-	-	O	Ax Vortex x4
9	Minion	48	215	26	102	Reaper	N/A	A	-	-	-	-	O	N/A
10	Minion	48	215	26	102	Bomb	N/A	A	-	-	-	-	O	N/A
11	Minion	48	215	26	102	Reaper	N/A	A	-	-	-	-	O	N/A
12	Minion	48	215	26	102	Reaper	N/A	A	-	-	-	-	O	N/A

Booty: 150,000 G

As you can see, this battle is all about climbing that massive hill. Fortunately, there are no archers here. However, one Minion is equipped with bombs.

Get past this structure to begin charging up the stairs. Try positioning your party like this so everyone can pass through quickly.

You'll meet this boss soon after you make it past the opening structure.

Take out that first team and continue heading up the stairway taking out each team as you go. You can use the pillars on the side if you need to stop and heal up for a while. Place an ally up against the pillar and the edge of the map so only two sides are exposed to attack.

The enemy spell caster has this Heavengate technique, plus the Killfilament technique.

There may be opportunities to hole up for a while and use a waiting tactic. This works just as well, but it does take a little longer to complete the battle.

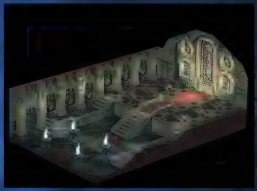
Interlude

The White Dragons find Yuri inside a chamber of the palace. Hero has been dying to ask Yuri why he, a devout Nirvathian, would become a follower of Godard.

Yuri explains that he discovered everything that he believed was a huge lie. He had faith in St. Nirvath, but it turns out he was a cheap, fake, bloody mass-murderer.

Yuri soon tires of discussion, so he summons some creatures to battle the White Dragons.

Battle #51: Yuri



Situation

The White Dragons enter the palace in search of Godard. However, the first person they find is Yuri. Yuri attacks the White Dragons after explaining the truth about St. Nirvath to them.

Strategy

BATTLE STATS

Victory: Defeat Yuri
Defeat: Death of Hero
Recommended Level: 50
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Re-move, Heavengate, Killfilament, Aqua Freeze

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attribute	A	F	I	T	N	H	D	Skills
1	Alliance	49	150	26	102	Reaper	N/A	W	-	-	-	X	-	O	Ax Vortex x4
2	Yuri	51	700	257	70	Evilrod, Golden Ax	N/A	R	-	-	-	-	O	O	Exodus x3, Ax Storm x42
3	Minion	49	150	26	102	Reaper	N/A	W	-	-	-	X	-	O	Ax Vortex x4
4	Minion	49	180	160	52	Emperod, Skull Shield	N/A	R	-	-	-	-	-	O	Heavengate x4, Heal Max x4
5	Minion	49	180	160	52	Emperod, Skull Shield	N/A	R	-	-	-	-	-	O	Killfilament x4, Heal Max x4
6	Minion	49	214	2	102	Reaper	N/A	A	-	-	-	-	-	O	Ax Vortex x4
7	Minion	49	215	26	102	Reaper	N/A	A	-	-	-	-	-	O	Ax Vortex x4
8	Minion	49	215	26	102	Reaper	N/A	A	-	-	-	-	-	O	Ax Vortex x4
9	Minion	49	219	26	102	Reaper	N/A	A	-	-	-	-	-	O	Ax Vortex x4

Booty: 160,000 G

Defeat the Minions to your immediate left and right first.

First take out the four Minions (two on each side) before moving up to the next platform. They should not be too hard to defeat if you plan ahead.

The two spell casters give you some grief for a while. They'll have either the Heavengate or Killfilament and the Heal Max techniques available to them. The good news, however, is that each spell caster can cast only four techniques.

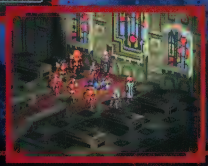
Defeating Yuri will be much easier once he's out of MP. Try baiting him by leaving a single party member close enough to Yuri that he will be attacked without the rest of your party being hit. This way, one person is damaged instead of many–plus Yuri's down some MP!

The fight with Yuri will be interesting. He's got 700 HP, and Godard's Exodus technique. Luckily, like Godard, he can only cast Exodus three times. Try to bait Yuri into wasting a cast or two before you move in your stronger allies for the kill.

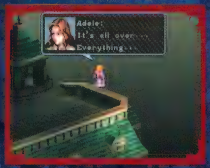
The battle ends once you defeat Yuri.

Afterward

The White Dragons gather around Yuri's dying body. Yuri's last thoughts are of Pelata Village, and how he wishes he could go back there.



Interlude



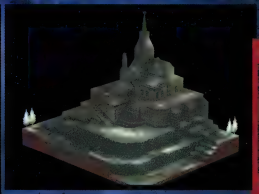
Adele stands on the roof of the palace. She seems rather remorseful. Just then Hero arrives.

Adele thinks Hero is here to mock her failure, but Hero won't hear a word of it. He points out that Adele sincerely hoped for peace, even if others used her. Adele tells Hero that she's tired of it all—the dying, the suffering, the pain—all of it. Adele decides it's not worth it anymore; she jumps off the roof of the palace.

The White Dragons regroup with Nicola. They learn from Nicola that Godard has taken his troops to march on the Church State, Nirvadia. It appears that their goal is under the Nigran Cathedral. The White Dragons aren't sure what Godard is up to, but they decide to follow him anyway.

Your next destination is the Nigran Cathedral, which just north of Sady Town. Save your game and check your equipment first.

Battle #52: Friar Mahler



The White Dragons arrive at Nigran Cathedral and find Mahler, who has been afflicted with the same condition he's given to so many people.

Situation

Strategy

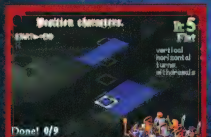
BATTLE STATS

Victory: Defeat Friar Mahler
Defeat: Death of Hero
Recommended Level: 51
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Switcher, Re-move, Heavengate, Killfaaunn, Exodus

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AL	[illegible]	C	[illegible]	[illegible]	H	D	Skills
1	Minion	50	204	170	55	Emperod, Skull Shield	N/A	R	-	-	-	-	-	O	Blackhole x5
2	Minion	50	181	28	110	Burnier	N/A	W	-	-	-	X	-	O	Hell Jab x4
3	Minion	50	181	28	110	Burnier	N/A	W	-	-	-	X	-	O	Hell Jab x4
4	Minion	50	181	28	110	Burnier	N/A	W	-	-	-	X	-	O	Hell Jab x4
5	Minion	50	204	170	55	Emperod, Skull Shield	N/A	R	-	-	-	-	-	O	Heal Max x4, Refresher x3, Anti-sleep x56, Anti-minimum x56
6	Mahler	51	782	80	190	Caliburr, Skull Shield	F	A	-	-	-	-	-	O	Fireburst x6, Triple Slash x15
7	Minion	50	320	28	110	Ragnar, Skull Shield	N/A	A	-	-	-	X	-	O	N/A
8	Minion	50	320	28	110	Ragnar, Skull Shield	N/A	A	-	-	-	X	-	O	N/A
9	Minion	50	320	28	110	Ragnar, Skull Shield	N/A	A	-	-	-	X	-	O	N/A
10	Minion	50	320	28	110	Ragnar, Skull Shield	N/A	A	-	-	-	-	-	O	N/A

Item: 30,000 G



The starting area for this battle is a little odd. It stretches across three unique levels of the battlefield.

Put stronger people on the top of the starting area so they can hold out until the rest of your group gets there. Keep the people who can ordinarily travel that high (with wings, etc.) on the bottom.

Why do your characters have so little mobility up at the top of the starting area? It's because most of the terrain squares up there are "rough." This makes them difficult to navigate without special equipment.

Mahler is nearby at the start of the battle. You can head off and take him out quickly to end the battle. However, other enemies will arrive soon to crash the party.

The spell caster behind Mahler heals him up during battle. Combine this with Mahler's four Recovermarks and you'll have a real headache on your hands.

Mahler's got 782 HP this time around. He's also loaded up with four Recovermarks on his shield so he can get 60 HP back every turn. He can attack you with his Fireburst technique from a distance, or he can use a Triple Slash technique for a closer encounter. You've got your hands full here, but remember it's all over once he's out of the way.

It's actually not hard to take out Friar Mahler without even touching another enemy. It just takes a few bold maneuvers.

Afterward

You won't even have a chance to breathe after this battle. You are immediately thrown into a battle against Mohosa.

Battle #53: Warden Mohosa

Situation

The White Dragons meet Warden Mohosa in combat after they defeat Friar Mahler. He's still babbling about his prince—doesn't this guy ever give up?

Strategy

BATTLE STATS

Victory: Defeat Mohosa
Defeat: Death of Hero
Recommended Level: 52
Treasure Chest(s): N/A
Hidden Items: N/A

Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Switcher, Re-move, Heavengate, Killflament, Exodus

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	SP	Weapon	Weapon Attribute	AC	F	I	T	W	H	D	Skills
1	Mohosa	52	720	98	150	Golden Axe, Calibur	N/A	C	-	-	-	-	A	-	Ax Storm x15, Thunderbolt x1, Triple Slash x15
2	Minion	50	204	170	55	Emperod, Skull Shield	R x2	A						O	Heal Max x4
3	Minion	51	204	170	55	Emperod, Skull Shield	R x2	R	-	-	-	-	-	O	Blackhole x5
4	Minion	50	320	28	110	Ragnar, Skull Shield	R x2	A						O	Ax Vortex x4
5	Minion	51	320	28	110	Ragnar, Skull Shield	R x2	A	-	-	-	-	-	O	Ax Vortex x4
6	Minion	50	320	28	110	Ragnar, Skull Shield	R x2	A	-	-	-	-	-	O	Ax Vortex x4
7	Minion	51	320	28	110	Ragnar, Skull Shield	R x2	A	-	-	-	-	-	O	Ax Vortex x4
8	Minion	50	320	28	110	Ragnar, Skull Shield	R x2	A						O	Ax Vortex x4
9	Minion	51	206	55	83	B-Shot	N/A	C	-	-	-	-	-	O	Ax Vortex x4
10	Minion	50	206	55	83	B-Shot	N/A	C						O	N/A

Booty: 380,000 G

Most of your characters must head up the small incline to the left.

These will be your first targets. Let them get farther away from the rest of the enemies before taking them on, though.

Get them with some group attacks to soften them up before you fight hand-to-hand. They all have Recovermarks equipped on their shields, but every little bit helps!

The ax-wielding Minions will be your first victims. They are a tough lot, though. Each is equipped with two Recovermarks, plus an Ax Vortex technique. Do your best to keep this battle far away from the rest of the enemies–you don't want them to join in too.

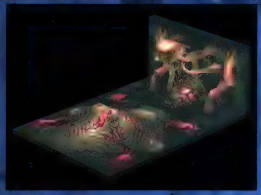
Once you've taken out those first Minions, move on. The archers should be closing in by now, as well as the spell casters. Be careful around those spell casters, one has the Heal Max technique and the other has Blackhole. They also have two Recovermarks each.

Mohosa does not have any Recovermark techniques, but he may not need any with 720 HP! With his Thundershot, Triple Slash, and Ax Storm techniques you're in for a tough fight.

Surround Mohosa for an easier time killing him.

Battle #54: Godard

The White Dragons finally find Godard in the depths of Nigran Cathedral. Godard is rather impressed by their persistence.



Situation

Godard tells them that they are about to witness the resurrection of Lifetree. He explains about what Lifetree is and how he manipulated the entire region to gain access to it.

Godard's killing spell is ready. He intends to use the spell to create fear, desperation, hatred—all the emotions that Lifetree feeds on.

However, for Godard to successfully resurrect Lifetree, he'll have to get past the White Dragons first.

STRATEGY

BATTLE STATS

Victory: Defeat Godard
Defeat: Death of Hero
Recommended Level: 53
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Switcher, Re-move, Heavengate, Killfilament, Exodus

ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	AC	F	I	T	W	H	D	Skills
1	Godard	56	999	999	0	Evilrod, Skull Shield	R x5	R	0	0	0	0	[illegible]	0	Exodus x11, Heal Max x28

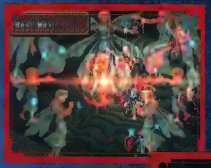
Booty: 400,000 G

This will be the most difficult battle in your campaign so far. Godard is one tough cookie!

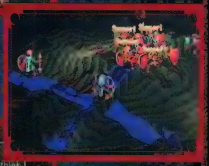
Godard automatically heals up to 75 HP each turn thanks to his Recovermarks.

Godard has 999 HP, and as if that weren't enough, he also has 999 MP. The HP is not so bad, but the MP allows him to cast a ton of techniques. He usually sticks with Exodus because it has a field of X, but he can cast it up to 11 times!

In addition to the 5 Recovermarks, Godard also has the Heal Max technique, which he can cast up to 28 times. All in all, this is shaping up to be a difficult (and lengthy) battle.



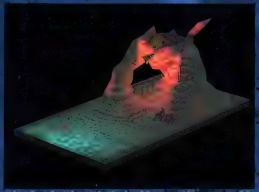
Consider dedicating one person to healing during this battle.



Get your team in a good position and overwhelm him with your numbers. That should do the trick.

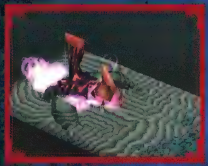
That Exodus technique sure does some damage. Can you survive it 11 times?

Battle #55: Final Showdown with Godard



Situation

After that last battle with Godard he mentions something about it being too late. He already started...something, I guess we'll find out what.



We just found out. The hideous monster is Godard, who has changed bodies once more. He's about to go off and become "a god," but first he's got to kill the White Dragons, or the "mortal insects" as Godard prefers to call them.

Strategy

BATTLE STATS

Victory: Defeat Godard
Defeat: Death of Hero
Recommended Level: 54
Treasure Chest(s): N/A
Hidden Items: N/A
Necessary Techniques (for Items): N/A
Recommended Techniques (for Battle): Recovermark, Double Block, Heal Max, Switcher, Re-move, Heavengate, Killfilament, Exodus

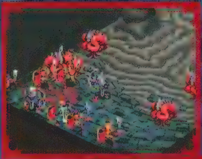
ENEMY DATA:

No.	Enemy Name	LV	HP	MP	EP	Weapon	Weapon Attributes	C	I	I	T	W	H	D	Skills
1	G. Heart	57	600	999	60	???	N/A	[illegible]	-	-	-	-	-		Doomflash x49
2	G. Heart	57	600	999	60	???	N/A	A	-	[illegible]	-	[illegible]	-	-	Doomhowl x49
3	G. Heart	57	600	999	60	???	N/A	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	Doomhowl [illegible]
4	G. Heart	57	600	999	60	???	N/A	A	-	-	-	-	-	-	Doomflash x49

Booty: 450,000 G

Godard's new form has four different "hearts." Each heart must be destroyed in order to defeat Godard. The hearts have 600 HP each, plus either the Doomhowl or Doomflash technique.

The Doomflash technique is a powerful blast that attacks any one square in direct proximity to the G. Heart casting it.



Team up on each G. Heart one at a time until they're all defeated.

The Doomhowl technique is a strong burst of light that attacks a whole group of your party members.

The best strategy in this battle is to systematically take out each G. Heart until you've defeated all of them. Heal your entire party each turn and remain patient. You'll have them licked in no time at all.

Afterward

Godard's newest form disintegrates into flames once you've defeated the four hearts.

Weapons, Armor, Items, and Techniques: The Complete Lists

As in most RPG type games, *Vandal Hearts II* has lots to offer the battle-stained consumer. While much of the best equipment is hidden on the battlefields, you can still find plenty of powerful stuff in the stores. The following is a complete list of all of the armor, weapons, equipment, and techniques found in the game.

Armor

You can't send your best warriors out into battle naked, can you? (Actually, if one of your characters leaves a store unclothed the shopkeeper will let you know about it!) How you outfit your characters is completely up to you. You can garb them all in powerful but heavy armor or in swift flying wings, magical robes, and even simple clothing.

KEY TO THE ARMOR TABLES

NAME: Name of armor, often abbreviated
DESC: Brief description of the armor
HP: Hit Point bonus
MP: Magic Point bonus
EP: Experience Point bonus
WT: Weight addition
DEX: Dexterity bonus
MOVE: Movement bonus
STR: Magical strengths
WEAK: Magical weaknesses
LAND: Cost incurred in moving through five types of terrain: Flat, Grass, Thicket, Rough, Water
HGHT: Cost incurred in climbing up to higher levels
COST: How much it costs to buy an item. N/A indicates that the item cannot be found in a store.

Armor

Tough and durable, this stuff is for the real warrior who thinks that the best thing in life is fighting on the front line in the thick of the battle. The added HP bonus comes with a price: fewer MP and more weight to slow you down.

NAME	DESC	HP	MP	EP	WT	DEX	MOVE	STR	WEAK	LAND					HGHT					COST
										F	G	T	R	W	1L	2L	3L	4L	5L	
A-Chrome	Simple armor coated with chrome to prevent it from rusting	88	7	28	28	48	4	I	F	0	0	.	2	.	0	1	.	.	.	600
A-Rubber	Leather armor coated with rubber; it cracks easily	93	7	23	22	49	3	E	W	0	0	.	2	.	0	1	.	.	.	900
A-Bronze	Armor made of bronze	62	8	32	60	49	4	F	I	0	0	.	2	.	0	1	.	.	.	1,750
A-Chain	Mail made of woven metal links; popular in hot regions	68	10	36	80	11	5	T	W	0	0	.	2	.	0	1	.	.	.	5,000
A-Knight	Standard armor worn by knights	69	10	36	80	11	5	T	H	0	0	.	2	.	0	1	.	.	.	N/A
A-Red	Vivid red armor worn only by the bravest warriors	70	12	44	91	11	5	T	W	0	0	.	2	.	0	1	.	.	.	9,000
A-Plate	Well-crafted, rugged, and durable armor	80	11	52	70	12	5	W	T	0	0	.	2	.	0	1	.	.	.	11,250
A-La Mer	Light, durable armor fashioned from the shells of a tropical crab	104	15	60	106	12	5	F	I	0	0	.	2	.	0	1	.	.	.	13,000
A-Steel	Steel armor made by expert blacksmiths for gladiators	116	17	66	93	15	6	H	H	0	0	.	2	.	0	1	.	.	.	14,000

Armor (cont)

NAME	DESC	HP	MP	LP	WT	DEX	MOVE	STR	WEAK	LAND F	LAND G	LAND T	LAND R	LAND W	HIGH H	HIGH SL	HIGH SE	HIGH AE	HIGH SE	COST
A-Scale	Pirate armor made using the scales of a savage sea dragon	152	19	74	185	15	6	T	W	0	0		2		0	1				16,800
A-Silver	Armor crafted from a hard metal buffed to a high sheen	156	21	82	90	13	6	W	T	0	0	-	1		0	1		-		18,750
A-Sun	Armor said to have been made with the help of the sun-god	172	24	88	79	14	6	H	D	0	0	-	1	-	0	1				20,000
Ceramica	Armor fashioned out of incredibly hard kiln-fired clay	200	25	96	68	16	6	I	F	0	0	-	1		0	1				23,000
Kingmail	High-grade armor worn by a con quering king of ancient times	224	27	102	188	14	6	-	I	0	0	-	1		0	1		-		32,000
A-Gold	Elegant armor crafted from magically tempered gold	246	28	108	104	15	6	D	H	0	0	-	1		0	1				40,000
A-Kaiser	Legendary armor passed down among the emperors of a far-off land	280	30	115	105	15	6	-	-	0	0	-	1		0	1		-		56,000
A-Magic	Priceless armor made only by highly skilled wizards	250	120	128	105	15	6	-	ALL	0	0		1		0	1				N/A
Gravi-X	Magnificent armor crafted using special kinds of heavy metals	500	9	128	470	3	3	-	-	0	0	-	1	-	0	1		-	-	N/A

Winged Armor

Swift wings carry you across the battlefield regardless of terrain type and even some heights! The only downfall is that you don't gain many other advantages.

NAME	DESC	HP	MP	LP	WT	DEX	MOVE	STR	WEAK	LAND F	LAND G	LAND T	LAND R	LAND W	HIGH H	HIGH SL	HIGH SE	HIGH AE	HIGH SE	COST
S-Made	Wings for beginners made by stretching leather over the frame	42	9	36	68	20	7	-	W	0	0	0	0	0	0	0	0	0	0	5,800
S-Plate	Basic metal wings of an orthodox crafted by layering fabrics	54	11	44	65	22	7		W	0	0	0	0	0	0	0	0	0	0	9,600
S-Cloth	Comfortable but weak wings	64	13	52	70	24	7	-	W	0	0	0	0	0	0	0	0	0	0	12,000
S-Double	Maneuverable wing outfit with doubled wings on each side	73	15	60	70	23	7	-	W	0	0	0	0	0	0	0	0	0	0	14,000
S-Black	Highly durable wings made using the wings of giant cave-dwelling bats	84	18	68	65	24	7	-	W	0	0	0	0	0	0	0	0	0	0	18,000
S-Linnel	Special wings coated with a flower pollen for added buoyancy	93	20	74	73	24	7	-	W	0	0	0	0	0	0	0	0	0	0	18,000
S-Parade	Elegantly crafted wings often used for public ceremonies	110	21	82	75	25	7		W	0	0	0	0	0	0	0	0	0	0	19,000
S-Angel	Pure white wings made from the feathers of an alpine bird	120	23	88	70	25	7	-	W	0	0	0	0	0	0	0	0	0	0	21,500
S-Hard	Steel wings designed for both performance and protection	142	25	96	80	26	7		W	0	0	0	0	0	0	0	0	0	0	30,000
S-Banded	Powerful wings used by pirates	162	28	104	77	28	7	-	W	0	0	0	0	0	0	0	0	0	0	36,000
S-Great	Sophisticated wings reserved only for top-grade warriors	200	30	115	90	27	7	-	W	0	0	0	0	0	0	0	0	0	0	54,000
S-Metal	Wings operated by a strange machine	200	60	120	80	28	7		W	0	0	0	0	0	0	0	0	0	0	N/A

Simple Armor

At first glance you might almost mistake this stuff for normal clothing. While simple clothes (also referred to as light armor) are not as protective as armor or as fast as wings, they're perfect all-around armor.

NAME	DESC.	HP	MP	EP	WT	DEX	MOVE	STR	WEAK	LAND Z	LAND G	LAND T	LAND R	LAND W	AIR/IT Ar	AIR/IT Ze	AIR/IT Ze	AIR/IT Ze	AIR/IT Sl	COST
L-Casual	An everyday outfit made of cheap cloth and some leather	42	10	25	40	15	6	T	W	0	0	0	1	-	0	1	2	-	-	N/A
L-Play	Common play clothes worn by farmers' children	40	10	35	40	15	6	T	W	0	0	0	1	-	0	1	2	-	-	180
L-Vest	A hunter's vest made of hardened leather	44	15	39	42	16	6	F	I	0	0	0	1	-	0	1	2	-	-	880
L-Hugger	A snug-fitting outfit made of a stretchy material.	51	16	24	42	16	6	I	F	0	0	0	1	-	0	1	2	-	-	4,200
L-Rubber	A rubber outfit often used by carpenters and other tradespeople	55	18	27	45	17	6	W	I	0	0	0	1	-	0	1	2	-	-	5,300
L-Dohgi	A loose-fitting outfit designed by a legendary martial-arts master	63	22	53	41	17	6	H	D	0	0	0	1	-	0	1	2	-	-	8,500
L-Ninja	An outfit worn by ninja, the feared Japanese assassins	70	25	38	40	17	6	D	H	0	0	0	1	-	0	1	2	-	-	10,000
L-Silver	An extravagant suit woven with silver threads for good luck	83	30	45	40	18	6	-	-	0	0	0	1	-	0	1	2	-	-	12,000
L-Battle	A battle suit supplied to soldiers who need to move quickly	94	34	50	50	18	6	F	I	0	0	0	1	-	0	1	2	-	-	14,500
L-Boost	A combat outfit with features that augment the wearer's motions	107	37	55	45	18	6	T	W	0	0	0	1	-	0	1	2	-	-	16,200
L-Jacket	A brilliant jacket made of metals transformed into fabric by magic	125	41	62	42	18	7	W	T	0	0	0	1	-	0	1	2	-	-	18,000
L-Combat	An outfit often worn by commando units on covert operations	143	45	66	45	19	7	D	H	0	0	0	1	-	0	1	2	-	-	22,500
L-Coat	A comfortable, high-grade coat often worn by thieves	165	49	73	46	19	7	L	F	0	0	0	1	-	0	1	2	-	-	27,800
L-Hero	An outfit said to be worn by an ancient hero	180	51	77	51	20	7	H	D	0	0	0	1	-	0	1	2	-	-	31,800
F-Vest	A vest infused with a passionate fire	197	54	81	49	20	7	F	I	0	0	0	1	-	0	1	2	-	-	39,000
L-Ceram	A superb combat outfit made of super-hard clay	227	58	88	50	20	7	W	T	0	0	0	1	-	0	1	2	-	-	48,500
L-Mach	A fabulous outfit that uplifts the wearer, body and soul	1	50	60	50	40	30	-	-	0	0	0	1	-	0	1	2	-	-	N/A

Robes

These magical robes are the perfect choice for the spell casters in your party. They are light enough to provide excellent mobility, and the magical talismans increase the wearer's MP.

NAME	DESC.	HP	MP	EP	WT	DEX	MOVE	STR	WEAK	LAND F	LAND G	LAND T	LAND R	LAND W	AIR/IT Ar	AIR/IT Ze	AIR/IT Ze	AIR/IT Ze	AIR/IT Sl	COST
R-Coat	A leather coat with stitched-on good luck charms	28	20	10	38	18	5	F	-	0	0	1	2	-	0	1	-	-	-	640
R-Thick	A cold-weather robe made by layering fabrics and leather	32	28	14	32	18	5	I	-	0	0	1	2	-	0	1	-	-	-	1,800
R-Long	A long coat worn by low-level clerks for ceremonies.	35	36	16	32	19	5	W	-	0	0	1	2	-	0	1	-	-	-	3,800
R-Cloth	A coat made of thin, sanctified cloth worn casually by clerics.	38	40	18	35	19	5	H	-	0	0	1	2	-	0	1	-	-	-	3,700

Robes (cont)

NAME	DESC	HP	AGI	LUC	WT	DEX	MOVE	STR	WEAK			LAND				HOLY		COST
R-La Mer	A coat made of thin, sanctified cloth worn casually by clerics	38	40	18	19	19	5	H	–	0	0	1	2	–	0	1	–	5,700
R-Magic	A magical robe embroidered with a guardian demon	44	40	22	19	19	5	T	–	0	0	1	2	–	0	1	–	7,500
Silkrobe	A smooth, comfortable, and impressive robe made using high grade silk	48	40	25	35	19	5	H	–	0	0	1	2	–	0	1	–	10,500
R-Plate	A magic-user's coat fitted with a metal chest plate	57	100	39	44	20	6	T	–	0	0	1	2	–	0	1	–	13,500
Mistrobe	A mystical robe soaked in an enchanted lake for 99 days	63	110	33	42	20	6	W	–	0	0	1	2	–	0	1	–	14,200
R-Ancie	A replica of an ancient monk's robe infused with spiritual power	75	120	38	45	20	6	T	–	0	0	1	2	–	0	1	–	17,500
T-Robe	A legendary robe given to the thunder god to a dragon slayer	86	130	41	42	20	6	T	–	0	0	1	2	–	0	1	–	19,000
Goldrobe	An extravagant robe with gold piping, often used as a gift	95	140	44	40	20	6	F	–	0	0	1	2	–	0	1	–	21,000
R-Fleet	A mythical robe that heightens the ability to evade attacks	110	150	44	41	21	6	H	–	0	0	1	2	–	0	1	–	25,000
I-Coat	A robe made of a fabric woven with the feathers of a rare arctic bird	125	160	31	44	21	6	I	–	0	0	1	2	–	0	1	–	32,500
Odinrobe	A robe protected by the god Odin, with a contract in the lining	135	170	34	30	21	6	I	–	0	0	1	2	–	0	1	–	42,000
R-Angel	A divine robe surrounded by an invisible spiritual barrier	156	180	38	20	22	6	H	–	0	0	1	2	–	0	1	–	52,000
Magirobe	The ultimate robe made using technology of the ancients	50	999	0	20	22	6	H	–	0	0	1	2	–	0	4	–	N/A

Weapons

Next to good, durable armor, weapons are a soldier's best friend. Many different classes of weapons are available in the world of *Vandal Hearts II* and you are free to use whichever type suits your fancy. Use a wide assortment of weapon types in your party so that you gain the use of a wide variety of techniques.

KEY TO THE WEAPON TABLES

CLASS: Class of weapon as well as whether it requires one or two hands to use
NAME: Name of weapon
DESC: Description of weapon
ATK: Attack strength
RNG: Range
HP: Hit Point bonus
MOVE: Movement bonus
AGI: Agility bonus
LUCK: Luck bonus
WT: Weight addition
CAP: Number of technique slots
ALIGN: Elemental alignment
TECH: Default technique
COST: How much it costs to purchase the weapon in a store. Weapons marked N/A cannot be found in stores.

Sword Class

Sword-class weapons, the warrior's true weapon, excel in Thunder- and Fire-based spells.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
S-2H	Selstick	Sword made of hard rock salt that is extremely effective against Gigantoes	13	1	0	0	5	2	1	3	None	N/A	N/A
S-1H	Short	A short and easy-to-use sword favored by novice warriors	18	1	0	0	5	2	5	3	None	Blaze Slash	100
S-1H	Cyphos	A sword made of refined copper; for the advanced beginner	20	1	0	0	5	2	5	3	None	First Aid	180
S-2H	Broad	A long, thick sword favored by knights	27	1	0	0	4	4	10	4	None	Thunderbolt	940
S-1H	Cutlass	A single-edged stabbing sword favored by pirates	26	1	0	0	6	3	8	3	None	Growmark	2,200
S-1H	Falcyon	A hacking sword with a distinctive flared end and a gentle arc	28	1	0	0	6	3	8	3	None	Thunderslash	1,900
S-1H	Rapier	A relatively light sword with a tapered point for jabbing	32	1	0	0	6	4	6	3	None	Firedance	3,500
S-1H	Falkata	A wicked curved blade made for tight, in-close fighting	36	1	0	0	7	4	6	6	None	Echomark	4,500
S-2H	Zweihand	A very long, heavy sword made only for two-handed use	36	1	0	0	6	6	20	4	None	Double Slash	5,200
S-1H	Carvera	A popular sword among soldiers, its blade is sharp and graceful	38	1	0	0	7	5	8	4	None	Dragonfire	6,300
S-1H	Executer	A cursed sword used to behead countless criminals	38	1	0	0	7	5	10	4	None	Blazemark	7,800
S-1H	Assassin	An extremely sharp sword designed for use by assassins	65	1	0	0	8	7	10	4	None	Thundermark	8,000
S-2H	Claymore	A broad and long sword of a simple design but too heavy for one-handed use	78	1	0	0	7	6	25	5	None	Treasuremark	8,800
S-1H	Flambeau	A sword favored by nobles and decorated with flame designs	86	1	0	0	8	5	20	4	None	Poisonmark	9,900
S-1H	Heaven	A holy sword imbued with holy power and used only by sainted knights	94	1	0	0	8	7	20	4	Holy	Warrior Soul	14,000
S-1H	Meghido	A fiery sword infused with the power of a flame-demon	105	1	0	0	9	7	22	5	Fire	Fireburst	22,000
S-2H	Nodachi	An Asian two-handed sword of inordinate length	115	1	0	0	9	12	28	5	None	Triple Slash	N/A
S-1H	Calibur	A distinguished sword made of highly refined steel	112	1	0	0	10	9	22	5	None	Thundershot	27,000
S-1H	V-Harts	A replica of Vandal Hearts, the legendary sword of great power	8	1	0	0	10	7	1	3	None	Drain Slash	30,000
S-2H	Berserka	An enormously long and heavy sword; never-before used.	143	1	0	0	5	20	50	6	None	Wormegg	N/A
S-1H	V-Hearts	Vandal Hearts, the legendary sword that confers ultimate power	135	1	0	0	99	20	6	6	None	Pandorabox	N/A

Ax Class

Not as refined as a sword, but still an excellent offensive weapon. The ax class specializes in both Ice and Thunder attacks and is often the weapon of choice for enemy units.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
A-1H	Stone	A rough ax hewn from stone and used for hunting by primitive people	18	1	0	0	3	7	10	5	None	Dervish	110
A-1H	Tomahawk	A simple ax with a small head that's easy for novices to use	21	1	0	0	3	8	10	5	None	Mistfreezer	150
A-1H	Gano	A battering ax with a crescent head	23	1	0	0	3	5	12	3	None	Ice Tears	780
A-1H	Francesca	A strong, lightweight steel ax	26	1	0	0	4	5	14	3	None	Litewater	1,580
A-2H	Halbert	A convenient weapon with an ax head, a curved hook, and a spike	30	1	0	0	3	9	23	4	None	Growthmark	2,250
A-1H	Tanghi	A popular, thin, light, sharp ax	28	1	0	0	4	6	16	3	None	Thunderchop	2,000
A-1H	Billin	A powerful ax for hand-to-hand combat, favored by knights	32	1	0	0	4	6	16	4	None	Boltstrike	3,400
A-1H	Blizzax	An ax infused with the power of ice over three days and nights	36	1	0	0	5	5	18	4	Ice	Polar Skewer	4,400
A-2H	Poin-Ax	A long-handled ax for two-handed use; its weight adds to its power	44	1	0	0	4	6	26	5	None	Cleaver	N/A
A-1H	Cerottis	An ax with a distinctive L-shaped design and capable of beheadings	48	1	0	0	5	6	18	4	None	Electromark	5,800
A-1H	Guimga	Used by a tribe of savages, this ax's blunt edge cleaves skulls	52	1	0	0	6	6	16	4	None	Thunderball	6,700
A-2H	Crescent	A two-handed ax with a huge, rounded head, it's difficult to use	59	1	0	0	3	9	28	5	None	Ax Vortex	7,600
A-1H	Tabarji	An ax with a half-moon shaped head, it's favored by imperial generals	60	1	0	0	8	7	8	4	None	Thunderrage	N/A
A-1H	Bulova	An ax with a crescent-shaped head, it was revered in the past	68	1	0	0	7	7	12	4	None	Freezemark	8,100
A-1H	Battler	A practical, easy-to-use ax favored by mercenaries	72	1	0	0	7	7	6	4	None	Bravehcart	8,700
A-1H	Tabaljin	A gorgeously decorated ax that is light and easy to use.	82	1	0	0	8	8	13	5	None	Berserker	9,400
A-2H	Verdish	A giant two-handed ax used only by the most muscular of warriors	86	1	0	0	7	10	30	5	None	Paralyzemark	N/A
A-2H	Reaper	An ax infused with the power of darkness to cause horrific damage	98	1	0	0	8	10	30	5	Dark	Ax Storm	14,500
A-1H	Ragnar	The world's second-strongest ax, created by a powerful wizard	106	1	0	0	9	9	18	5	None	Absolute 0	25,500
A-1H	Golden	An enormous ax made of gold and once used by a mythical emperor	124	1	0	0	12	9	48	5	None	Thunderfall	35,000

Spear Class

Although more often thought of as a projectile weapon, the spear class is used specifically for short-ranged attacks in this game. Spears offer Wind-based techniques in addition to a well-rounded list of jab attacks.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
SP-2H	Bamboo	A light but also weak spear made by sharpening a stick of bamboo	23	1	0	0	3	5	10	4	None	Exhortation	130
SP-2H	Jabber	A basic spear that is easy for green recruits to handle	25	1	0	0	5	5	12	4	None	Dragonstab	250
SP-2H	Hookhead	A spear with a hooked head for tripping up enemies	28	1	0	0	5	5	14	4	None	Angelica	850
SP-2H	Graver	A highly decorated spear made for nobles, it stands out in battle	31	1	0	0	6	6	16	4	None	Gainmark	2,300
SP-2H	Windsa	A knights' spear with blades shaped like wings at the sides	32	1	0	0	6	6	16	4	None	Razorwind	1,700
SP-2H	Voulier	An easy-to-use spear often used for castle assaults	36	1	0	0	6	7	18	4	None	Holyjab	2,600
SP-2H	Clawhook	A powerful but hard to use spear fitted with two claw-like hooks	37	1	0	0	7	7	18	4	None	Sonic Wave	3,700
SP-2H	Naginata	An Asian spear with sharp cutting blades on both ends	47	1	0	0	7	8	18	4	None	Cyclonejab	4,700
SP-2H	Trident	An imposing spear topped with three sharp spikes	32	1	0	0	7	8	20	4	None	Holymark	3,500
SP-2H	Naginata	An Asian spear with a wicked, hook-shaped blade	54	1	0	0	7	8	22	4	None	Lackadaisy	N/A
SP-2H	G-Lance	A long, gold colored lance said to be used by a legendary ruler	59	1	0	0	8	9	22	5	None	Triple Jab	6,500
SP-2H	Sun	A heavy spear topped with a crescent-shaped blade	66	1	0	0	8	10	23	5	None	Justifier	7,200
SP-2H	I-Javo	A javelin that freezes upon piercing the target	82	1	0	0	9	10	24	5	Ice	Spirit Fruit	8,200
SP-2H	Harpoon	A spear fitted with a long metal tip and favored by pirates	95	1	0	0	9	11	25	5	None	Stormmark	9,500
SP-2H	Susumato	An Asian spear that immobilizes then strikes the target	105	1	0	0	10	12	26	5	None	Toucimark	9,500
SP-2H	Wildboar	A hunting spear with a blade like the fang of a mythical beast	112	1	0	0	10	13	27	5	None	Windstorm	14,000
SP-2H	Tri-rake	Named for its three hooked blades and said to attract good fortune	119	1	0	0	11	13	28	5	None	Stunmark	N/A
SP-2H	Lance	Used by peasants, its long blade makes it dangerous	128	1	0	0	11	13	29	5	None	Flashbeat	22,000
SP-2H	Burner	A scarlet spear tipped with a fiery blade that scorches on impact	140	1	0	0	12	13	30	5	Fire	Hell Jab	N/A
SP-2H	Mountip	An imposing dueling spear favored by an ancient king	150	1	0	0	13	14	32	5	None	Maelstrom	34,000

Throw Class

Shuriken, boomerangs, and bombs make up this next class of weapons. If bows just aren't your long-range weapons of choice, check this class out. Fire and Holy techniques reign supreme here.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
T-SH	B'merang	A weak but simple throwing weapon made of whittled wood	13	4	0	0	1	3	2	3	None	Heaven Arrow	130
T-SH	Chakram	A hurling weapon with serrated edges for cutting the target	15	4	0	0	1	3	1	3	None	Heat Veil	220
T-SH	Shuriken	A light and easy-to-use Asian throwing weapon used by ninja	18	4	0	0	1	3	1	3	None	Telekinesis	980
T-SH	Searing	A fiery throwing ring that flares on impact to scorch the target	20	4	0	0	1	3	2	3	Fire	Soul Flame	2,250
T-SH	Hi-Boomer	A throwing weapon used by hunters and made from the tusk of a wild beast	24	4	0	0	2	3	3	3	None	Lightmark	3,300
T-SH	G-Chakr	A projectile originally designed for assassinations	26	4	0	0	2	4	1	3	None	Purifier	3,900
T-SH	Blast-up	An explosive projectile intended for mining and favored by bandits	29	4	0	0	2	4	2	3	None	Prominence	4,900
T-SH	X-Boomer	A hated and feared projectile with sharp, crossed blades	33	4	0	0	2	4	3	4	None	Scarletfire	N/A
T-SH	Shotgun	A large, heavy iron cannonball	34	4	0	0	3	4	20	4	None	Heatmark	6,000
T-SH	Sickleshot	A weapon with three razor-sharp blades that spin at high speed	38	4	0	0	3	4	1	4	None	Stardust	7,000
T-SH	Mortar	A projectile that explodes on impact—handle with care	40	6	0	0	3	5	1	4	None	Breakshot	7,800
T-SH	I-Boomer	A frigid boomerang that freezes on impact, used by a great general	48	6	0	0	3	5	2	4	Ice	Eternal Sun	N/A
T-SH	Grenade	An easy-to-use throwing weapon that can blow most monsters apart	51	6	0	0	4	5	1	4	None	Salamander	8,400
T-SH	Cutter	A potent projectile that leaves a vivid mirage in its wake	56	6	0	0	4	5	1	4	None	Daydreamer	8,900
T-SH	Glowstar	A glowing ring imbued with holy power and superb against evil souls	58	6	0	0	4	6	1	4	Holy	White Shadow	N/A
T-SH	Quadclaw	A tricky-to-use projectile with oddly bent blades	62	6	0	0	4	6	1	4	None	Magma Soul	9,600
T-SH	Bomb	A projectile that makes a huge explosion on impact	73	6	0	0	5	7	38	4	None	Starshower	17,000
T-SH	Coffin	A huge steel coffin so heavy that the bearer is rendered almost immobile	76	99	0	5	5	9	99	4	None	Dynablast	N/A
T-SH	Urchin	A large iron ball studded with sharp spikes	80	6	0	0	5	8	35	4	None	Solarblast	26,000
T-SH	G-Saucer	The "G" stands for guillotine; a target can be chopped in half	90	6	0	0	5	9	80	4	None	Corona Storm	38,000

Bow Class

Bows are a standard weapon in RPGs and you'll want to have at least one (if not two) archers in your army. Bows excel in Wind and Darkness magic.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TALH	COST
B-2H	B-Short	A light and simple bow that is easy to use, but not very powerful	13	4	0	0	1	5	10	3	None	Hell Blast	130
B-2H	B-Bamboo	A bow made of flexible bamboo that is light and simple for kids	13	4	0	0	1	3	6	3	None	Sparrowcloud	220
B-2H	B-Light	A light, easy-to-use bow that is good enough for green recruits	17	4	0	0	1	9	6	3	None	Hunter Arrow	N/A
B-2H	B-Long	A large, sturdy bow considered the key stepping-stone to better bows	18	4	0	0	1	4	12	3	None	Mellowtwin	860
B-2H	B-Handy	An easy-to-use bow that's also very durable	20	4	0	0	2	5	15	3	None	Ghost Queen	1,600
B-2H	B-Power	A bow that effectively draws out the subliminal power of the user	21	4	0	0	2	4	18	3	None	Ebonymark	2,400
B-2H	B-Iron	A bow made of cast iron that is powerful, but also heavy	24	4	0	0	2	8	15	3	None	Harricator	5,850
B-2H	B-Hunter	The standard monster-hunting bow	28	4	0	0	2	4	16	4	None	Shadow Skull	4,700
B-2H	B-Insect	A powerful bow capable of piercing even steel armor	30	4	0	0	2	5	12	4	None	Vortexmark	N/A
B-2H	S-Bowgun	This steel bowgun's accuracy makes up for the user's failings	31	4	0	0	3	3	22	4	None	Rise Arrow	5,400
B-2H	B-Mottle	A strong bow made of a tropical wood with a distinctive pattern	35	4	0	0	3	9	18	4	None	Sky Stream	6,500
B-2H	Crossbow	A mechanical weapon that is accurate and easy to use	41	4	0	0	3	5	22	4	None	Blackfail	7,700
B-2H	B-Hyper	A dangerously modified bow that is not for ordinary people	50	6	0	0	3	5	34	4	None	Tornado	8,500
B-2H	B-Sniper	Designed for assassinations, this bow is highly accurate and effective	52	6	0	0	4	6	26	4	None	Sensitarm	N/A
B-2H	Fujin	An Asian bow infused with the elemental power of wind	56	5	0	0	4	7	21	4	Wind	Cyclone Soul	9,800
B-2H	Raijin	An Asian bow enhanced by the power of thunder and lightning	61	6	0	0	4	7	21	4	Thun	Deadend	10,000
B-2H	B-Faery	A magical bow that embodies a fairy of thordinate power	72	6	0	0	4	6	1	4	None	Kaiser Arrow	15,200
B-2H	G-Shot	A powerful and imposing bow that pierces even steel bricks	77	6	0	0	5	6	15	4	None	Dark Bear	N/A
B-2H	B-Shot	A difficult-to-use, but powerful giant bow made of rare metals	81	6	0	0	5	8	25	4	None	Twister	27,000
B-2H	Catastro	A dark bow said to bring catastrophe upon the victim	92	6	0	0	5	9	20	4	Dark	Gremindance	35,000

Staff Class

The staple of the mage community, staffs are charged with lots of magic, although very little physical power. Staffs are well versed in all forms of magic.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TALH	COST
ST-1H	WD-Staff	A cheap, wooden cane not intended as a weapon	6	1	0	0	2	1	1	5	None	Healing	150
ST-1H	TR-Staff	A hard, iron staff that is not very effective as a weapon	8	1	0	0	2	1	2	5	None	Healer Flare	200
ST-1H	W-Staff	A magic staff infused with a little bit of wind power	8	1	0	0	3	1	1	5	Wind	Ice Cruiser	500
ST-1H	O-Wind	A wand with a dash of magic that makes it relatively strong	9	1	0	0	3	1	1	5	None	Thunder Wave	700
ST-1H	Hermrod	A rod tempered with magic	10	1	0	0	3	1	1	5	None	Requiem	1,000
ST-1H	Gaiarod	A rod hewn from the core of a century-old tree	10	1	0	0	3	1	2	5	None	Starfall	1,700
ST-1H	Relstaff	An antique staff engraved with runes for warding off demons	12	1	0	0	3	1	3	5	None	Refresher	2,500
ST-1H	Magemace	A popular rod that amplifies the bearer's magic power	12	1	0	0	3	1	4	5	None	Blackburn	3,750
ST-1H	Wonderrod	A thin rod that magically boosts the user's power	13	1	0	0	3	1	3	5	None	Star Light	5,300
ST-1H	Mamiya	A mystic rod carved from the center of the aramou tree	15	1	0	0	3	3	3	5	None	Phoenix	5,700
ST-1H	Sugerod	A simple rod infused with the mystic magic of sugos	14	1	0	0	3	1	2	5	None	Shimmerwyn	6,800
ST-1H	Eye Rod	A rod crowned with a single malevolent eye	15	1	0	0	3	1	4	5	None	Earthquake	8,400
ST-1H	Wizrod	The standard magical rod favored by wizards across the land	17	1	0	0	3	1	5	5	None	Angelhow	4,400
ST-1H	Chicstick	A flashy, fashionable cane	18	1	0	0	3	1	1	5	None	Heal Up	3,200
ST-1H	H-Staff	A staff infused with holy power and extra effective versus evil beings	17	1	0	0	3	1	3	5	Holy	Anti-sleep	5,400
ST-1H	Angelrod	A glowing rod said to have been gifted by an angel	18	1	0	0	3	1	1	5	None	Sleeper	7,000
ST-1H	Magmarod	A fiery rod made of intensely hot magma, it scorches upon impact	18	1	0	0	3	4	8	4	Fire	Dragonbreath	5,400
ST-1H	Miramace	A rod that is said to cause miracles and often described in myths	20	1	0	0	3	1	8	4	None	Blizzard	6,000
ST-1H	Witchrod	A rod said to be favored by the legendary witch, Medusa	20	1	0	0	3	3	4	4	None	Dark Cloud	6,750
ST-1H	T-Rod	An attack rod whose power is amplified by thunder	23	1	0	0	3	8	7	4	Thun	Solidstate	7,000
ST-1H	S-Ringrod	A rod fitted with rings that draw out the bearer's own abilities	22	1	0	0	3	5	2	4	None	Paralyzer	N/A
ST-1H	Cosmorod	A powerful rod made by condensing the power of the skies	23	1	0	0	3	1	1	4	None	Anti-minimum	7,600
ST-1H	Sunrod	A powerful rod said to embody a mythical guardian god	23	1	0	0	3	1	4	4	None	Minimizer	N/A

Staff Class (cont)

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	HUCK	WT	CAP	ALIGN	TECH	COST
ST-1H	B'Rood	An uniquely crafted rod that confuses enemies	26	1	0	0	3	1	1	4	None	Napalm Ring	8,000
ST-1H	Ramesid	A rod engraved with mystic runes that amplify magic power	27	1	0	0	3	1	2	4	None	Heal Soul	8,400
ST-1H	I-Rod	A rod infused with ice and said to freeze even flames	28	1	0	0	3	1	4	3	Ice	Hailstorm	8,800
ST-1H	Millenid	A mystic rod that remains potent in spite of its ancient age	29	1	0	0	3	1	5	4	None	Elehound	9,200
ST-1H	Magestick	A mystic staff used by a legendary wizard and sturdy enough to be a weapon	30	1	0	0	3	1	5	4	None	Godbless	9,600
ST-1H	Lunarod	An enchanted rod infused with the power of the moon	32	1	0	0	3	1	6	4	None	Magic Absorb	N/A
ST-1H	Skullrod	A cursed black rod that embodies the power of darkness	35	1	0	0	3	1	1	4	Dark	Blackhole	10,000
ST-1H	Sunstaff	A staff crowned with a carved bat and used for ceremonial purposes	34	1	0	0	3	1	1	4	None	Solar Flare	12,000
ST-1H	Fairwand	An enchanted wand that embodies the power of a fairy	33	1	0	0	3	15	1	4	None	Heal Max	16,000
ST-1H	Empirod	A rod only imperial knights are permitted to use	37	1	0	0	3	1	2	4	None	Aqua Freeze	19,000
ST-1H	Apestaff	A staff used by a mythical Asian monkey and effective as a weapon	40	1	0	0	3	1	4	4	None	Kilfilament	27,000
ST-1H	Mysterod	A mysterious rod that fell from the sky and is said to be of alien origin	42	1	0	0	3	1	2	4	None	Heavenquake	28,000
ST-1H	Evilrod	A rod of darkness that houses malevolent spirits	49	1	0	0	3	1	2	4	Dark	Exodus	36,000

Knife Class

Short, silent, and deadly, the knife is the tool of choice for thieves and treasure hunters alike. If you plan to unlock any of the treasure chests that litter the game's battlefields, be sure to have at least one person specialize in this weapon! Ice and Darkness magic are the staples of this weapon class.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	HUCK	WT	CAP	ALIGN	TECH	COST
K-1H	Bowie	The standard knife found in virtually every home	16	1	0	0	15	14	1	3	None	Unlock	90
K-1H	Assassinate	A light and inexpensive dagger with an intensive-shaped tip	18	1	0	0	15	14	1	3	None	Scatchmark	160
K-1H	Baroque	An ornate assassin's knife with a kidney-shaped guard	21	1	0	0	15	12	1	3	None	Glacialic	500
K-1H	Straight	A dagger without a swess guard on its hilt for easy concealment	23	1	0	0	15	13	1	3	None	Slash	1,000
K-1H	Kunai	An assassin's dagger used by the dreaded shinobi	25	1	0	0	15	13	1	3	None	Reaper Blade	2,000
K-1H	Manchrist	A decorative knife with an intricately carved hilt	28	1	0	0	16	12	1	3	None	Freeze King	3,000
K-1H	Sai	A three-tipped Asian dagger	32	1	0	0	16	12	1	5	None	Cure	4,000
K-1H	D-Dagger	A dagger infused with the power of darkness and popular among assassins	35	1	0	0	17	13	2	4	None	Demonheart	4,700
K-1H	Nemesis	A distinctive knife with a sickle-like blade for hooking and tearing	40	1	0	1	17	13	2	4	None	Switcher	N/A
K-1H	Blood	A knife used by a serial killer and popular among assassins	45	1	0	1	17	13	2	4	None	Ice Blade	6,000
K-1H	Poggio	A sickeam worn by soldiers of a long-lost civilization	48	1	0	1	18	15	2	4	None	MP Transfer	N/A
K-1H	Triple	A dagger with three blades fanning out from the shaft	51	1	0	1	18	14	3	4	None	Reverse	7,000
K-1H	Ironbook	A protective knife with a hooked claw for parrying attacks	58	1	0	0	18	14	4	4	None	Enlarger	7,000
K-1H	Aquanac	A double-bladed dagger made of tough tempered steel	67	1	0	0	18	14	4	5	None	Icemark	8,000
K-1H	Jonak	A simple dagger used by gladiators in ancient times	58	1	0	1	18	14	5	3	None	Re-move	N/A
K-1H	Kress	A decorative yet effective dagger with a twisted blade	77	1	0	0	19	15	5	5	None	Gravestomb	9,700
K-1H	Tekko	An Asian knife with an extremely sharp blade for preparing fish	80	1	0	0	19	15	5	5	None	Darkmark	10,000
K-1H	Bracket	A knife with a notched guard for catching and snapping swords	85	1	0	1	19	15	5	5	None	Dark Punish	N/A
K-1H	W-Dagger	A dagger embodying a wind-demon who comes to life in battle	93	1	0	0	20	15	5	5	Wind	Freezehell	21,000
K-1H	H-Dagger	A dagger infused with holy power and reserved for use only by saints	108	1	0	0	20	15	6	5	Holy	Sleepmark	28,000

Shield Class

A shield, with its emphasis on restorative and protective magic, is the perfect accompaniment to a one-handed weapon. Any soldier with a free hand should be assigned one of these.

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	HUCK	WT	CAP	ALIGN	TECH	COST
SHD-1H	Small	A small wooden shield that is better than nothing	4	1	8	0	9	0	10	3	None	Healer	150
SHD-1H	Wood	A simple shield made of poor-quality wood	5	1	10	0	9	0	10	3	None	Barrier	220
SHD-1H	Goblin	An easy-to-use, but sturdy shield used by semi-intelligent monsters	6	1	11	0	9	0	12	3	None	Recovermark	5,300
SHD-1H	Leather	A light wooden shield covered with cured leather	6	1	12	0	9	0	14	3	None	Spiritboost	1,500
SHD-1H	Buckler	A small circular shield designed for quick blocks in battle	7	1	14	0	9	0	10	4	None	Weapon Trade	2,500
SHD-1H	Kite	A kite-shaped shield made of wood and reinforced with iron	8	1	16	0	9	0	8	4	None	Secondsight	3,700
SHD-1H	Large	A large iron shield that is reasonably priced for its quality	10	1	18	0	9	0	16	4	None	Mother Mercy	4,800
SHD-1H	Stoneye	A shield with a gem in its center like an eye that's used by clerics	10	1	21	0	9	0	18	4	None	Abrakamark	N/A

Shield Class (cont)

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
SHD-1H	Ancient	An ancient shield used by royals—beware of shoddy replicas	11	1	23	0	0	0	20	4	None	Entruster	N/A
SHD-1H	Tower Shield	A tall wooden shield coated with steel.	12	1	25	0	0	0	22	4	None	Comrademarch	N/A
SHD-1H	Zebra	A ceremonial shield with engraved zebra stripes	12	1	26	0	0	0	18	4	None	Re-animator	64,800
SHD-1H	Hoplon	A light and easy-to-use dueling shield used by nobles	13	1	28	0	0	0	8	4	None	Shoulder	9,000
SHD-1H	Knight Shield	A rugged shield made of thick steel and used by knights	14	1	29	0	0	0	20	5	None	Angel Smile	8,000
SHD-1H	Club	A rigid shield made by layering steel, wood, and leather	16	1	34	0	0	0	24	5	None	Aerotourneyer	8,800
SHD-1H	Riot	A sturdy shield used by imperial troops for quelling riots	19	1	39	0	0	0	2	3	None	Weaponeyes	9,300
SHD-1H	Tortoise	A shield made of the shell of a tortoise-like sea monster	20	1	41	0	0	0	2	5	None	Terrainrunner	N/A
SHD-1H	Spike	An impressive but also too heavy shield studded with sharp spikes	70	1	43	0	0	0	28	5	None	No-stummark	10,000
SHD-1H	Mirror	An expensive metal shield buffed to a mirror-like finish	24	1	49	0	0	0	20	5	None	Song of Joy	14,800
SHD-1H	F-Heater	A scarlet shield infused with fire that burns attackers	27	1	55	0	0	0	22	5	Fire	Burnheart	27,000
SHD-1H	Skull	A cursed shield of dark power engraved with a leering skull	30	1	62	0	0	10	10	3	Dark	No-minmark	34,000
SHD-1H	Killer	A light, ceramic shield providing both offense and protection	100	1	45	0	0	22	28	5	None	Deltashock	N/A

Special Class

Weapons falling under the Special class label cannot be found in any store. These items, with their unusual techniques, can only be found on the battlefield. Do not underestimate their importance to the game!

CLASS	NAME	DESC	ATK	RNG	HP	MOVE	GI	LUCK	WT	CAP	ALIGN	TECH	COST
(S)-1H	Mallet	A wooden mallet used by carpenters everywhere	16	1	0	0	0	10	1	3	None	Toxic Mist	N/A
(S)-1H	Pinwheel	A child's toy infuriated with the power of wind	18	1	0	0	0	10	1	4	Wind	Hypnotism	N/A
(S)-1H	Urn	An unbreakable assassination weapon lined with lead on its bottom	20	1	0	0	0	11	3	4	None	Bypass	N/A
(S)-1H	Rebellion	A long weapon said to be used by a famous revolutionary leader	22	1	0	0	0	11	1	3	None	Bamboozle	N/A
(S)-1H	Pipe	A pipe said to be used by a mystical ninja	25	1	0	0	0	12	1	4	None	Chilly Joke	N/A
(S)-1H	Nailbat	A stick studded with nails, used for torturing.	28	1	0	0	0	12	1	4	None	Hallucination	N/A
(S)-1H	Pickaxe	A digging implement, but more than adequate as a weapon	33	1	0	0	0	13	8	4	None	Blackmake	N/A
(S)-1H	Maracas	No musician has ever played an entire song with these steel instruments.	36	1	0	0	0	13	50	4	None	Blackbreak	N/A
(S)-1H	E-Punch	Electrically charged brass knuckles that don't zap the user	41	1	0	0	0	14	5	4	Thunder	Stun Punch	N/A
(S)-1H	Hansen	A loud, but not very strong Asian fan used by minstrels	44	1	0	0	0	14	1	4	None	Silver Access	N/A
(S)-1H	Iron-Fan	Made of cast iron, it's too heavy to be useful as a fan	48	1	0	0	0	15	1	4	None	Third Eye	N/A
(S)-1H	Boussaw	A grisly saw used by a coroner for performing countless autopsies	53	1	0	0	0	16	1	4	None	Equip Trade	N/A
(S)-1H	D-Scythe	A weapon that gained dark power by fasting the blood of 100 men	58	1	0	0	0	16	10	4	Dark	Body Press	N/A
(S)-1H	G-Hammer	A legendary hammer said to be of divine origin	66	1	0	0	0	16	20	4	None	Spin Knuckle	N/A
(S)-1H	Psybell	A bell that shatters the sanity of its target with its pealing	70	1	0	0	0	17	10	4	None	Crystal-Sash	N/A
(S)-1H	Clanger	An alarm clock that breaks the enemy's concentration	77	1	0	0	0	17	5	4	Metal	C-Stick	N/A
(S)-1H	Textbook	A huge tome filled with wisdom, its corner is a deadly weapon	84	1	0	0	0	18	5	4	None	Premonition	N/A
(S)-1H	Spatula	A broad spatula used for cooking, but also used as a weapon	96	1	0	0	0	19	1	4	None	MP Gift	N/A
(S)-1H	Ogre-Rod	A heavy and powerful large studded iron rod used by ogres	99	1	0	0	0	20	50	4	None	Ragemark	N/A
(S)-1H	Gold-Bat	A golden weapon that induces laughter in the bearer	108	1	0	0	0	20	20	4	None	Double Block	N/A
(S)-1H	Evildoll	A creepy doll that leers at night, the mere sight of it causes bad-luck	115	1	0	0	0	21	6	4	None	Nova Body	N/A

Miscellaneous Items and Accessories

These lists include restorative potions and herbs, protective and enhancement accessories and even miscellaneous items like maps and hint cards. These items that really increase your understanding of the depths of *Vandal Hearts II*.

Restorative herbs and potions are especially important in the beginning of the game while you are still developing your magical techniques.

NAME	WT	DESC/EFFECT	COST
Herb	1	A basic HP restorative extracted from an Asian herb/Same as Healer technique	50
Hi-herb	1	A strong HP restorative made from a tropical herb/Same as Mother Mercy	250
Maxiherb	1	A top-grade HP restorative from the world-famous Maxi Farms/Same as Angel Smile	500
C-potion	1	An ointment for poisoned or stunned commrades made from ground Gigsaling/Same as Refresher	80
Mushroom	1	Restores to full size someone who's been shrunk/Same as Anti-minimum	150
Coffee	1	A bitter tropical beverage used to cure drowsiness/Same as Anti-sleep	150
Fire-Scroll	1	Contains the fire technique, Buster Flare	300
Ice-Scroll	1	Contains the ice technique, Ice-Cruiser	300
Thunder-Scroll	1	Contains the thunder technique, Thunder Wave	300
Wind-Scroll	1	Contains the wind technique, Multivortex	300
Holy-Scroll	1	Contains the holy technique, Starfall	600
Darkness-Scroll	1	Contains the darkness technique, Requiem	600
Fire-Orb	1	Contains the fire technique, Dragonbreath	2,080
Ice-Orb	1	Contains the ice technique, Blizzard	2,480
Thunder-Orb	1	Contains the thunder technique, Solidstate	2,880
Wind-Orb	1	Contains the wind technique, Sky Stream	2,690
Holy-Orb	1	Contains the holy technique, Angelbeat	2,900
Darkness-Orb	1	Contains the darkness technique, Darkmoon	2,000
M-Orb	1	Contains the resurrection spell, Re-animator	30,000
Fire-Card	1	Contains the fire technique, Solar Flare	3,560
Ice-Card	1	Contains the ice technique, Hailstorm	3,060
Thunder-Card	1	Contains the thunder technique, Elehound	3,200
Wind-Card	1	Contains the wind technique, Cyclone Soul	3,500
Holy-Card	1	Contains the holy technique, Goldless	3,500
Darkness-Card	1	Contains the darkness technique, Blackhole	3,800

Accessories

They say accessories make the outfit, but does that apply when the outfit is chain mail? This list includes all of the little accessories that can complete your army's defenses. The best items, of course, cannot be found in any store.

NAME	WT	DESC/EFFECT	COST
Bandana	1	A fashionable accessory that provides a marginal HP boost of 3 points	3,000
G-Cap	1	A cap favored by goblins that boosts HP by 10 points	4,000
Helmet	2	A steel helmet made by an artisan, which boosts HP by 15 points	N/A
L-Glove	1	Made of Gigsaling hide, these boost HP by 8 points	4,800
Gauntlet	1	Metal gloves made by a master, these boost HP by 12 points	N/A
S-Coater	1	A silver coating for armor that boosts HP by 10 points	N/A
G-Coater	1	A gold coating for armor that boosts HP by 18 points	N/A
Runners	1	Shoes that add 1 point to your Movement stat	N/A
Boots	1	Strangely enough, these boots add 2 points to your Movement range	N/A
Greaves	1	Hardened cases that add 3 extra steps to your range of movement	N/A
C-heels	2	Sharp-looking shoes that actually deduct one point from your Movement range	N/A
W-Boots	1	Boots that enable walking on water; used by shinobi	N/A
F-socks	1	A fashionable pair of socks that slightly levitate the wearer, reducing movement cost to zero	N/A
Shades	1	Improves targeting accuracy by increasing Agility 10 points	5,000
Binoculars	1	Improves targeting accuracy by increasing Agility 20 points	6,000
Specs	1	Improves targeting accuracy substantially by raising Agility 30 points	N/A
V-Cape	2	A velvet cape that improves evasiveness by raising Dexterity 10 points	2,800
W-Cape	1	A light, fluttering cape that improves evasiveness by increasing Dexterity 20 points	6,200
S-Cape	1	A cape favored by shinobi, it improves Dexterity by 30 points	N/A
Balloon	1	A good luck charm that provides a 5-point Luck boost	2,800
L-Vase	1	Said to bring good fortune, it boosts Luck by 10 points	4,800

Accessories (cont)

NAME	WT	DESC/EFFECT	COST
Charmer	1	A stone claimed to boost charisma and good luck, it raises luck 30 points	N/A
Fire-Ring	1	Heightens resistance to fire spells and boosts MP by 1 point	N/A
Ice-Ring	1	Heightens resistance to ice spells and boosts MP by 1 point	N/A
Thunder-Ring	1	Heightens resistance to ice spells and boosts MP by 1 point	N/A
Wind-Ring	1	Heightens resistance to wind spells and boosts MP by 1 point	N/A
Holy-Ring	1	Heightens resistance to holy spells and boosts MP by 1 point	N/A
Darkness-Ring	1	Heightens resistance to Darkness spells and boosts MP by 1 point	N/A
Magibook	1	A huge book of magic that increases the Range of your spells by 1 point	N/A
Philbook	1	A thick book of magic that increases the target Field of spells by 1 point	N/A
Line Rune	1	A mystic rune needed for casting the spell Shocline, it raises EP 10 points	N/A
Deltrie	1	A mystic rune needed for casting the spell Deltashock, it raises EP 20 points	N/A
Beacon	1	A pagan figurine that raises EP by 30 points but makes the bearer the prime target in battle	N/A
Ballast	15	A heavy weight	N/A
L-slab	50	A heavy slab of lead	N/A
Dumbbell	99	Great for workouts, it has no purpose besides adding weight	N/A

Others

The remaining items are the maps and hints that will gain you access to some of the game's secrets. Keep an eye out for these when you are exploring battlefields.

NAME	WT	DESC/EFFECT	COST
Clod (M-Prism)	1	From the grime emerged the M-Prism, the crystal of supernatural power	N/A
Dirtball (E-Prism)	1	From the grime emerged the E-Prism, the earth crystal	N/A
Chump (L-Prism)	1	From the grime emerged L-Prism, the crystal of unity	N/A
Dustball (C-Prism)	1	From the grime emerged the C-Prism, the crystal of chaos	N/A
Lump (N-Prism)	1	From the grime emerged N-Prism, the crystal of new stars	N/A
Clay (A-Prism)	1	From the grime emerged the A-Prism, the rainbow crystal	N/A
Mudball (H-Prism)	1	From the grime emerged the H-Prism, the crystal of heaven	N/A
Bullion	14	A heavy piece of gold that was obviously hidden away by someone	N/A
Ingot	80	A very heavy block of gold apparently hidden by someone	N/A
R-Metal	8	A slab of extremely rare metal certain to fetch a great price	N/A
Map-8	0	A map showing the way to Zeno, where things turn to naught	N/A
Map-1	0	A map showing the way to Cyclops, the forgotten city	N/A
Map-2	0	A map showing the way to Gemini, the starfall manor	N/A
Map-3	0	A map showing the way to Triangle, the bandit fort	N/A
Map-4	0	A map showing the way to Fortuna, the grave of royals	N/A
Map-5	0	A map showing the way to Goldfinch, the lost palace	N/A
Map-6	0	A map showing the way to the Rock, the meaningless edifice	N/A
Map-7	0	A map showing the way to Rainbow, the path to heaven	N/A
Map-8	0	A map showing the way to Octopus, the flying weapon	N/A
Map-9	0	A map showing the way to Musenia, the ninth temple	N/A
Map-10	0	A map showing the way to Commandia, the last fortress	N/A
Map-11	0	A map showing the way to Jackblade, the cursed killing ground	N/A
Map-12	0	A map showing the way to Quintia, the lost royal treasury	N/A
Map-13	0	A map showing the way to Kingrand, the grand bell tower	N/A
Map-14	0	A map showing the way to Fortissa, the fortnight of abstinence	N/A
Plug	0	A cork plug for Kollaba Swamp; "Do not remove" is printed on it	N/A
Seeds	0	The seeds of a small flower said to grow rapidly and wildly	N/A
Hints	0	Reveals all truth—to be used where things turn to naught	N/A
Secret	1	A secret is revealed when you put the three letters together	N/A

Others (cont)

NAME	WT	DESCRIPTION	COST
Letter-2	1	A secret is revealed when you put the three letters together	N/A
Letter-3	1	A secret is revealed when you put the three letters together	N/A
Plan-1	0	An architectural plan of what appears to be a fort	N/A
Plan-2	0	The second part of an architectural plan that appears to be a lookout site	N/A
Plan-3	0	The third part of an architectural plan that appears to be a huge tower	N/A
Ikarsur	0	When equipped it changes the look of the cursor on the world map screen	N/A
Hint-1	1	Items are buried everywhere. If it looks suspicious, check it out!	N/A
Hint-2	1	Arrows fly bigger when fired from a height. Archers, seek high ground!	N/A
Hint-3	1	Press Select at the start of battle to check the range of unmoved foes!	N/A
Hint-4	1	The enemy tried to hit you from behind! Keep your butt covered!	N/A
Hint-5	1	Marks work just by having them in your possession. Add elemental power!	N/A
Hint-6	1	Yellow shows the range of all attacks. Green for all others!	N/A
Hint-7	1	Visit taverns often, they're great places to meet people!	N/A
Hint-8	1	Hidden maps don't add to the story, but they give you rare items.	N/A
Hint-9	1	Hidden maps don't add to the story. Some places aren't even on maps!	N/A
Hint-10	1	The world has seven prisms! See what happens when you collect them all!	N/A
Map-A	1	It says, the gold is in a crate in the sewer, 13, 16.	N/A
Map-B	1	It says, fast-running water in the 8-shaped pond, 3, 3.	N/A
Map-C	1	It says, buried above the bell 14, 15, out of sight from Sous.	N/A

Techniques

How you collect and use your weapons techniques is crucial to how well you do in the game. The following table lists all of the techniques available in the game.

KEY FOR TECHNIQUES TABLE

Name: Name of Technique
Weapon: Weapon where you can find it
MP: MP required
EP: EP required
RNG: Range of spell
FLD: Field of spell
TYPE: Type of spell
DEF: Whether or not you can defend against the spell
ATT: Spell's elemental attribute (F = Fire, I = Ice, W = Wind, T = Thunder, H = Holy, D = Darkness, O = Other)
Rating: Rating on a scale of 1 to 5

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DEF	ATT	RATING
Absolute I	Ragnar	11	6	0–3	0	Normal	N	I	[illegible]
Angelbeat	Wizrod	14	0	0–7	2	Normal	N	H	[illegible]
Angelica	Hookhead	5	8	8	0	Personal	–	O	[illegible]
Angel Smile	Knight Shield	13	0	0–1	0	Normal	–	O	[illegible]
Anti-minimum	Cosmorod	8	8	0–6	0	Normal	Y	O	[illegible]
Anti-sleep	B-Staff	3	0	0–2	0	Normal	–	O	[illegible]
Antitoxmark	Club Shield					Mark	–	O	[illegible]
Aqua Freeze	Emperor	36	0	0–3	2	Normal	N	I	[illegible]
Ax Storm	Reaper	6	78	0	9	Spin	Y	O	[illegible]
Ax Vortex	Crescent	6	52	0	0	Spin	Y	O	[illegible]
Balloonbomb	Nailbat	8	30	0–1	0	Normal	Y	O	[illegible]
Barrier	Wood Shield	5	0	0	0	Personal		O	[illegible]

Techniques (cont)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DIR	ATT	ASSIGN
Berserker	Tabaljin	6	20	0	0	Normal	S	O	-
Blackhole	Skullrod	13	0	0-7	2	Normal	N	D	-
Blackjail	Crossbow	9	36	3-4	1	Ring	N	D	-
Blastburn	Magemace	10	6	0-7	2	Normal	N	F	-
Blazemark	Executer	-	-	-	-	Mark	-	F	-
Blaze Slash	Short Sword	2	13	1	0	Normal	T	F	-
Blizzard	Minomace	19	8	0-7	2	Normal	N	I	-
Blockbreak	Maracas	6	8	0-3	0	Normal	-	O	-
Blockmake	Pickax	8	0	1	0	Normal	-	O	-
Body Press	D-Scythe	12	60	0-1	0	Normal	T	O	-
Boltstrike	Billin	5	8	0-2	0	Normal	N	T	-
Braveheart	Butcher	12	0	0	0	Personal	-	O	-
Brawler	Urn	4	20	0	0	Normal	T	O	-
Breakshot	Molotov	9	30	3-6	0	Ring	N	O	-
Burnbody	Rebelrod	0	22	0	1	Special	N	O	-
Burnheart	F-Heater	24	0	0-3	0	Normal	-	O	-
Buster Flare	Elk-Staff	3	8	0-4	1	Normal	N	F	-
Chilly Joke	Pipe	3	30	0-4	3	Normal	N	O	-
Cleaver	Pole-Ax	6	42	1	1	Normal	F	O	-
Comrademark	Tower Shield	-	-	-	-	Mark	-	O	-
Corona Storm	G-Saucer	16	44	2-6	2	Ring	N	F	-
Cure	Sai	3	0	0-1	0	Normal	-	O	-
Cyclonejab	Nagmatu	3	30	1	0	Normal	T	W	-
Cyclone Soul	Fumin	16	42	3-6	1	Ring	N	W	-
Dark Beat	G-Shot	12	38	4-6	2	Ring	N	D	-
Dark Cloud	Witchrod	20	0	0-7	2	Normal	N	D	-
Darkmark	Deba	-	-	-	-	Mark	-	D	-
Darkmoon	Eye-Rod	13	0	0-7	2	Normal	N	D	-
Dark Punish	Breaker	20	0	0-4	2	Normal	N	D	-
Daydreamer	Cutter	11	32	3-6	1	Ring	N	H	-
Deadend	Ratin	11	30	3-6	2	Ring	N	D	-
Deflashock	Killer Shield	40	0	0	0-INF	Special	N	O	-
Demonheart	D-Dagger	6	0	0-2	0	Normal	N	D	-
Dervish	Stone Ax	2	14	0	0	Spin	Y	O	-
Double Block	Gold-Bat	0	0	1-3	0	Normal	-	O	-
Double Slash	Zweihand	4	60	1	0	Normal	T	O	-
Dragonbreath	Magmarod	18	0	0-7	2	Normal	N	F	-
Dragonfire	Carvera	9	0	0-3	1	Normal	N	F	-

Techniques (cont)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DEF	ATT	RATING
Dragonstab	Jabber	2	15	1–2	2	Cross	¶	O	***
Drain Slash	V-Harts	7	84	1	0	Normal	¶	O	***
Dynablast	Coffin	13	40	2–6	0	Ring	N	F	*
Ebonymark	B-Power	-	-	-	-	Mark	-	D	*
Echomark	Falkata	-	-	-	-	Mark	-	O	**
Electromark	Ceruttis	-	-	-	-	Mark	-	T	***
Elchound	Millerod	-30	0	0–7	2	Normal	N	T	***
Enlarger	Ironhook	5	0	0–1	0	Normal	N	O	**
Entruster	Ancient Shield	10	0	1	0	Normal	-	O	**

Techniques (cont)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	EFF	ATT	RATING
Equip Trade	Bonesaw	0	0	1-29	0	Normal	-	O	****
Eternal Sun	T-Boom	10	32	3-6	1	Ring	N	H	**
Exhortation	Bamboo Spear	5	0	0-3	1	Normal	-	O	**
Exodus	Evilrod	85	0	0-5	3	Normal	N	D	**
Fireburst	Meghido	13	0-3	1	1	Normal	N	F	**
Firedance	Rapier	5	0	0-2	0	Normal	N	F	*
First Aid	Cyphos	5	0	0	0	Personal	-	O	****
Flashbeat	Lance	16	0	0-5	2	Normal	N	H	***
Freezehell	W-Dagger	16	0	0-5	2	Normal	N	I	***
Freezemark	Bulova	-	-	-	-	Mark	-	I	***
Freeze Ring	Mandrake	5	0	0-2	0	Normal	N	I	*
Gainmark	Graver	-	-	-	-	Mark	-	D	*
Ghost Queen	B-Handy	6	15	3-4	0	Ring	N	D	*
Glacialla	Baroque	2	15	1	0	Normal	Y	I	*
Godbless	Magestick	50	0	0-7	2	Normal	N	H	***
Gravestench	Kryss	15	0	0-3	2	Normal	N	D	***
Gremlindance	Catastro	16	44	6-6	2	Ring	N	D	**
Growmark	Cutlass	-	-	-	-	Mark	-	O	*
Growthmark	Halberd	-	-	-	-	Mark	-	O	*
G-Shock	Clanger	10	0	0	0	Normal	Y	O	*
Hailstorm	I-Rod	28	0	0-7	2	Normal	N	I	****
Healer	Small Shield	5	0	0-1	0	Normal	-	O	****
Healing	WD-Staff	3	0	0-5	1	Normal	-	O	****
Heal Light	Wonderod	11	0	0-7	2	Normal	-	O	****
Heal Max	Fairwand	55	0	0-7	2	Normal	-	O	*****
Heal Soul	Runerod	28	0	0-7	2	Normal	-	O	****
Heal Up	Chiastik	15	0	0-7	2	Normal	-	O	****
Heatmark	Shotput	-	-	-	-	Mark	-	F	****
Heat Veil	Chakram	5	2-4	0	0	Ring	N	F	*
Heaven Arrow	B'merang	5	10	3-4	0	Ring	N	H	*
Heavengate	Mysterod	8	0	0-3	2		Normal	N	H	—
Hell Blast	B-Short	6	10	2-4	0	Ring	N	D	*
Hell Jab	Burner	6	80	1-4	4	Cross	Y	D	—
Holyjab	Vojister	4	30	1	0	Normal	Y	H	*
Holymark	Trident	-	-	-	-	Mark	-	E	****
Hunter Arrow	B-Light	5	15	5-4	0	Ring	N	O	*
Hurricaner	B-Iron	7	24	2-4	1	Ring	N	W	—
Hypnotism	Pinwheel	8	0	0-1	0	Normal	Y	O	*
Ice Blade	Blood Knife	9	0	0-2	4	Normal	N	I	—
Ice Cruiser	W-Staff	5	0	0-6	1	Normal	N	I	—
Icemark	Aquanas	-	-	-	-	Mark	-	I	—

Techniques (cont)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DEF	ATT	RATING
Ice Tears	Gano	4	0	0-2	1	Normal	Y	I	-
Justifier	Sun Spear	9	0	0-3	0	Normal	N	H	-
Kaiser Arrow	B-Faery	12	38	3-6	0	Ring	X	O	-
Killfilament	Apestaff	36	0	0-5	2	Normal	N	T	***
Lackadaisy	Naiguma	10	0	0-1	4	Normal	N	O	-
Lifewater	Francesca	4	0	0	0	Personal	-	D	***
Lightmark	Hi-Boom	-	-	-	-	Mark	-	H	***
Maelstrom	Mirror'g	20	0	0-3	2	Normal	N	W	**
Magic Absorb	Lunarod	0	0	1-7	0	Normal	Y	O	****
Magma Soul	Quadclaw	12	36	3-6	2	Ring	N	F	***
Minimizer	Samurod	24	0	0-6	2	Normal	-	D	-
Mistfreezer	Tomahawk	2	15	1	0	Normal	Y	I	-
Moralemark	Stonewa	-	-	-	-	Mark	-	D	***
Mother Mercy	Large Shield	10	0	0-1	0	Normal	-	O	****
MP Gift	Spatula	0	0	1-18	8	Normal	N	O	**
MP Transfer	Puggoo	0	0	1	0	Normal	-	O	-
Multivortex	B-Lang	6	15	2-4	0	Ring	N	W	-
Napalm Ring	B-Rrrod	28	0	0-7	2	Normal	N	F	-
Nodozemark	Riot Shield	-	-	-	-	Mark	-	O	***
No-minimark	Skull Shield	-	-	-	-	Mark	-	O	-
No-stungmark	Spike Shield	-	-	-	-	Mark	-	O	***
Nova Body	Evildoll	20	60	-	-	Special	N	O	**
Pandorabox	V-Hearts	100	0	1	1	Special	-	O	**
Paralyzemark	Vardish	-	-	-	-	Mark	-	O	**
Paralyzer	Ringrod	21	0	0-6	2	Normal	Y	O	-
Poisona	Manitou	6	0	0-7	2	Normal	Y	O	-
Poisonmark	Plambeau	-	-	-	-	Mark	-	O	-
Polar Skewer	Blizzax	6	0	0-2	1	Normal	N	T	-
Premonition	Textbook	20	0	-	-	Personal	-	O	-
Prominence	Blastcap	7	21	1-5	4	Ring	N	E	-
Purifier	K-Dart	7	20	1-4	0	Ring	N	E	-
Ragemark	Ogre-Rod	-	-	-	-	Mark	-	D	-
Razorwind	Windia	5	0	0-2	0	Normal	N	W	-
Re-animator	Zebra Shield	50	0	1	8	Normal	-	O	-
Reaper Blade	Kunsu	9	28	1	0	Normal	Y	D	-
Recovermark	Goblin Shield	-	-	-	-	Mark	-	D	****
Refresher	Refstaff	3	0	0-7	0	Normal	-	O	-
Re-move	Jodie	15	8	1-18	0	Normal	-	D	-
Requiem	Hermecal	6	0	0-7	4	Normal	N	D	-
Rise Arrow	S-Bowgun	4	28	2-4	8	Ring	N	D	-
Rouser	Triple Knife	5	0	0-1	0	Normal	N	O	-

Techniques (cont)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DEF	ATT	RATING
Salamander	Grenade	9	31	3–6	0	Ring	N	F	*
Scarletfire	X-Boom	8	24	3–4	2	Ring	N	F	***
Searchmark	Antennae	-	-	-	-	Mark	-	O	*****
Seastorm	B-Sniper	10	33	5–6	1	Ring	N	W	**
Secondsight	Kite Shield	10	0	0	0	Personal	-	O	**
Shadow Skull	B-Hunter	7	25	2–4	0	Ring	N	D	-
Shinestorm	Sagerod	12	0	6–7	2	Normal	N	H	***
Shockline	Hoplon	20	0	0	0–INF	Special	N	O	***
Sky Stream	B-Mottle	8	30	2–4	0	Ring	N	W	*
Slash	Straight Knife	8	20	1	0	Normal	Y	O	*****
Sleeper	Angelrod	10	0	6–7	2	Normal	Y	O	**
Sleepmark	H-Dagger	-	-	-	-	Mark	-	O	***
Solar Flare	Batstaff	14	0	0–7	2	Normal	N	F	***
Solarbless	Urchin	14	42	2–6	2	Ring	N	H	***
Solidstate	T-Rod	20	0	0–7	2	Normal	N	T	***
Song of Joy	Mirror Shield	24	0	0–1	0	Normal	-	O	***
Sonic Wave	Clawhook	6	0	0–2	0	Normal	N	W	*
Soul Flame	Sunring	6	15	2–4	0	Ring	N	F	*
Sparrowind	B-Bamboo	9	10	2–4	1	Ring	N	W	**
Spin Knuckle	G-Hammer	10	50	0	0	Spin	Y	O	**
Spiritboost	Leather Shield	3	0	0–1	0	Normal	-	O	**
Spirit Fruit	I-Ida a	12	0	0–4	2	Normal	-	O	***
Stardust	Triblade	8	28	2–5	0	Ring	N	H	-
Starfall	Gavelrod	8	0	0–7	1	Normal	N	H	*
Starshower	Bomb	14	38	3–6	2	Ring	N	O	-
Store Access	Harisen	4	0	0	0	Personal	-	O	-
Stormmark	Harpoon	-	-	-	-	Mark	-	W	-
Stun Punch	E-Punch	5	42	0–1	0	Normal	Y	O	*
Stunmark	Tri-rake	-	-	-	-	Mark	-	O	-
Stun Punch	E-Punch	5	42	0–1	0	Normal	Y	O	*
Switcher	Novacula	13	0	1–30	0	Normal	-	O	-
Telekinesis	Shuriken	6	15	2–4	0	Ring	N	O	-
Terraformer	Tortoise Shield	9	0	1	0	Normal	-	O	-
Third Eye	Iron-Fan	18	0	0	0	Personal	-	O	-
Thunderball	Gulinga	7	0	0–3	0	Normal	N	T	*
Thunderbolt	Broad Sword	4	0	0–2	0	Normal	N	T	*
Thunderchop	Tanghi	3	28	0	0	Normal	Y	T	*
Thunderfall	Golden Axe	28	0	0–3	3	Normal	N	T	*
Thundermark	Assassin	-	-	-	-	Mark	-	T	-
Thunderrage	Tabarl	11	0	0–4	1	Normal	N	T	-
Thundershot	Caibur	14	0	0–3	2	Normal	N	T	-
Thunderslash	Falcyon	3	22	1	0	Normal	Y	T	*
Thunder Wave	O-Wand	4	0	0–6	3	Normal	N	T	**
Tornado	B-Hyper	9	32	3–6	1	Ring	N	W	**
Toxicmark	Sasumata	-	-	-	-	Mark	-	O	**
Toxic Mist	Mallet	5	0	0–1	0	Normal	Y	O	*

TECHNIQUES (CONT)

NAME	WEAPON	MP	EP	RNG	FIELD	TYPE	DIE	ATT	RATING
Treasuremark	Claymore	-	-	-	-	Mark	-	O	-
Triple Jab	G-Lance	4	45	1–3	3	Cross	Y	D	★★★
Triple Slash	Nodachi	6	78	1	9	Normal	Y	O	-
Twister	B-Shot	13	48	3–6	2	Ring	N	W	★★★
Unlock	Bowie	0	6	1	1	Normal	-	O	★★★★
Vortexmark	B-Insect	-	-	-	-	Mark	-	W	★★★
Warrior Soul	Heaven Sword	10	6	9	1	Personal	-	O	-
Weapon Trade	Buckler	8	6	1	9	Normal	-	D	-
White Shadow	Glowstar	12	14	2–4	9	Ring	X	R	-
Windstorm	Wildboar	15	6	0–3	3	Normal	N	W	-
Wormegg	Berserka	99	6	1	1	Special	N	D	-
Zero Dash	Pitchell	20	60	-	6–INF	Cross	Y	O	★★★★

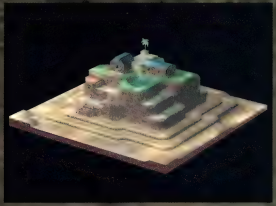
Secrets of the Game

In this section you'll find classified information about some of the hidden or lesser-known features in the game. If you've played straight through the game and were wondering if there was anything more to it, then this is the right place to be.

Free Battles

As you know, you can participate in Free Battles in any of the areas that show up as green dots on the world map. Participating in these battles is a great way to raise your army's experience levels and collect any of the treasure you missed in the original battle. However, four areas either change after you've completed the original battle or appear after you've reached a certain point in the game. These areas are: Tehapi Dunes, Daboll Mountains, Piwa Sea (W), and Fort Dantess. When you fight a Free Battle in one of these locations, not only will you be surprised with the battle map's new look, you'll find new treasures! Visiting these areas is a must if you want to complete some of the other tasks in this chapter.

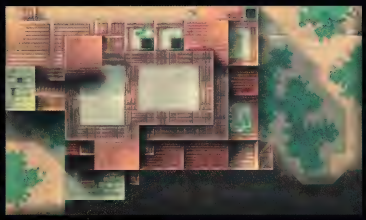
Tehapi Dunes

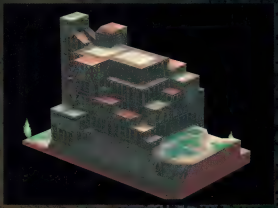


TREASURE DATA
Map-6 (V:10 H:17)
Zebra Shield (V:23 H:15)
Bugeyes (V:13 H:20)
L-Vase (V:18 H:12)

You'll find the treasure in these Free Battle locations housed in treasure chests or hidden in the ground. Be sure to outfit your treasure hunter(s) with winged-type armor and the Unlock and Searchmark techniques. You may find Blockmake helpful as well.

Daboll Mountain



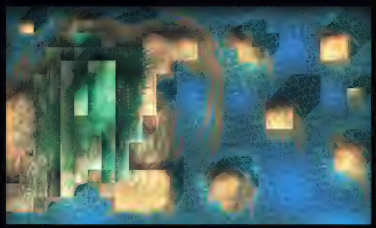


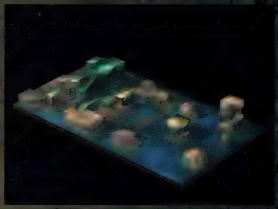
TREASURE DATA

Urn (V:0 H:2)
I-Boom (V:4 H:1)
Hint-10 (V:23 H:13)
C-Vase (V:15 H:13)
Dustball (V:12 H:13)

The Blockmake technique is a must for getting around the Daboll Mountain, Pawa Sea, and Fort Dantess battlefields quickly.

Pawa Sea (W)



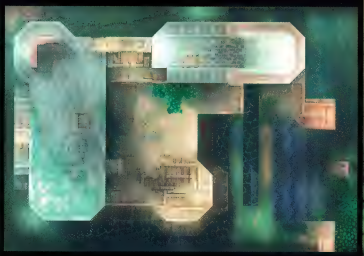


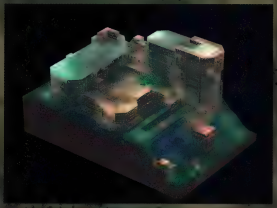
TREASURE DATA:

Casts (V:24 H:13)
W-Boots (V:23 H:12)
Tortoise Shield (V:19 H:8)

To get the two treasure chests at the top of the tall column in the Pawa Sea battlefield, grab the Tortoise Shield first and have a character learn the skill it holds, Terraformer. Then return to Pawa Sea and transform the sea around the tall column into dry land and build a staircase of blocks up to the top!

Fort Dantess





TREASURE DATA:
Urn (V:12 H:12)
Pisbell (V:5 H:8)

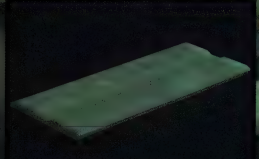
The Quest for the Hidden Maps

As you progress through the game (and especially if you spend some time in the taverns!), you'll hear whispered rumors about hidden areas and secret maps. If you are diligent in your treasure hunts, you may have even run across one or two of these maps hidden in the dirt, etc. The items called Map-# open up new spots on the world map (marked with a yellow diamond). Other items, such as Seeds and the Plug, transform old battlefields into something new.

Visiting these hidden areas is not integral to the story line of the game itself, but they do contain rare and powerful treasure and the seeds of the Vandal Hearts sword. If you are vying for the "best" ending, you must find all 14 of the maps and explore the fields they open to find the seven prisms required to create Vandal Hearts. And you have to do all of this before entering Natra Palace in Battle #50.

These hidden battlefields function much like Free Battles. When you enter, you'll be confronted by up to 13 enemies who are outfitted much like your characters and are roughly their same level. Balancing fighting and treasure hunting is the key to success in these quests.

Hidden Map 1: East Railroad

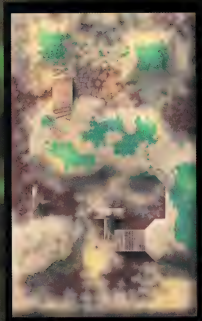


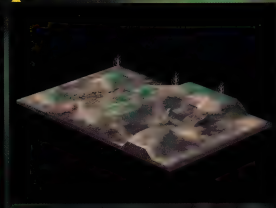
BATTLE STATS
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Seeds
Earliest Opportunity to Enter: Chapter 3
Treasure Chest(s): N/A
Hidden Items:
1. Harisen (V:4 H:23)

To enter this well-hidden map, you need to get the Flower Seeds from Randahl Plain (coordinates V:21 H:9). Once you have these, enter a Free Battle at the East Railroad location on the world map. With the Seeds item, the barren tracks are transformed into a lush pasture filled with monsters!

Because this battlefield is relatively flat and rectangular, both you and the enemy are on equal footing. Of the 12 combatants, only one is a spell caster, but he's armed with a Healing spell. Take him out early so that he can't constantly undo the damage you've managed to cause.

Hidden Map 2: Killaba Swamps





BATTLE STATS

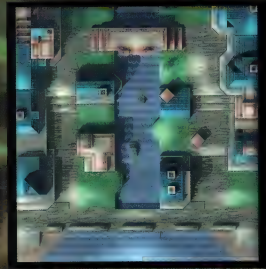
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Plug
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. *Goblin Shield (V:8 H:21)*
2. *Lump (V:16 H:19)*
3. *Lunarod (V:17 H:12)*

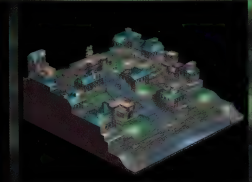
Hidden Items:
1. *Map-10 (V:8 H:21)*
2. *S-Cape (V:10 H:1)*
3. *Map-B (V:17 H:0)*

Find the Plug hidden at coordinates V:3 H:7 on the Pazo Forest battle map. This Plug is rumored to have been stolen by a foolish thief, causing the swamp to flood. When you return to Killaba Swamp with the Plug in your inventory, the waters will recede, disclosing new treasure locations. If you didn't pick up the treasure from the story line battles, you will find them here too, along with three new items.

Your main danger with this field is defeating the enemy too quickly! Lead your treasure hunter(s) to the first spot (V:17 H:0) and then hug the side of the battlefield until you come to the once-submerged treasure chest. In the meantime, have your main forces deal with the enemies as they make their way up the middle. Be sure to pick up Map-10 and the Lump if you are trying to get the Vandal Hearts weapon.

Hidden Map 3: Cyclops





BATTLE STATS

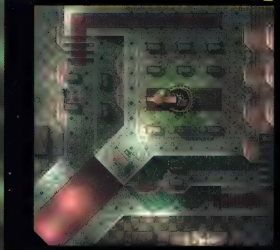
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-1
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s): N/A

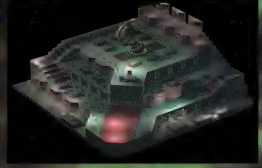
Hidden Items:
1. *Ikarsor (V:0 H:33)*
2. *Map-9 (V:16 H:21)*
3. *Goblin Shield (V:15 H:14)*

Map-1 is found quite simply on battle map #46 inside the convent. It is located on the lofty column at coordinates V:6 H:24. Even with Winged Armor, you still need the Blockmake technique, so be sure to outfit your treasure hunter(s) appropriately.

Cyclops is the forgotten city, so don't be too taken aback by the plethora of buildings and other navigation nightmares. The battlefield's layout requires you to split your party into two groups. Check out the composition of the enemy's troops before deciding where to send your own troops. Alternately, you can sit tight and let the first two bands approach you. Watch out for both the spell casters and the archers. Both can do considerable damage to your party.

Hidden Map 4: Gemini





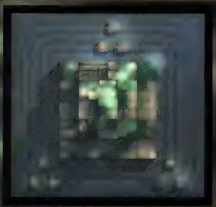
BATTLE STATS
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-2
Earliest Opportunity to Enter: Final Chapter

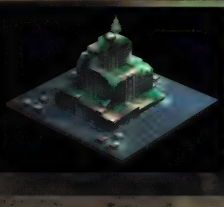
Treasure Chest(s):
1. Lunarod (V:1 H:30)
2. Vardish (V:28 H:0)
Hidden Items: N/A

To get Map-2 you must go on a wild goose chase through the taverns of the cities and villages open to you in the Final Chapter. In Sady Town you'll find a woman in the tavern who is waiting for her boyfriend, Daniel. Offer to look for him and she'll reward you greatly. To find Daniel, you must visit every tavern on the world map and talk to the patrons until you get an update on his progress. Then return to Sady Town with the results of your trip and claim your map.

The Gemini battlefield is an observatory, complete with telescope! If you enter from the west, you'll find the techniques Blockmake and Double Block crucial for climbing to the upper floors where the bulk of the enemy units await. If you enter from the east, you'll enter at the top floor and have to descend to where the treasure lies.

Hidden Map 5: Triangle





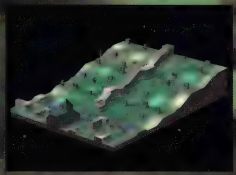
BATTLE STATS
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-3
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. Goblin Shield (V:3 H:1)
Hidden Items:
1. Pipe (V:10 H:8)
2. Clump (V:3 H:3)

To get Map-3, travel to Luxar Village. Talk to the middle-aged man in the tavern and you'll find out that the shopkeeper knows about a secret passage. Go to the shop next and select the "Buy" option. Scroll down the list of categories, past "Items" and you'll find a category marked "???." Under this heading you'll find Map-3 for 15,000 G. Buy it and you'll find the entrance to Triangle marked on the map to the south of Luxar.

The Triangle battlefield is centered on a jagged island. Your army starts at the bottom of the hill and the enemy has control of the top. Of the two spell casters, one casts offensive spells and the other healing spells. Archers are prevalent in this battle, but surprisingly, there are no winged units to contend with.

Blockmake is a good skill to have with you, so that you can vault to the top of the crags quickly. The big treasure of this field is the Clump (a.k.a. the L-Prism) which is hidden under the single treasure chest on a small rock off the side of the island. Open the treasure chest and then search the land once the empty chest disappears.

Hidden Map 6: Fortuna



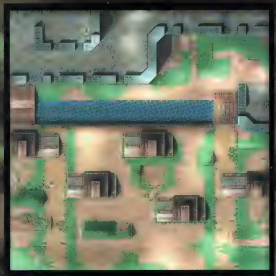
BATTLE STATS

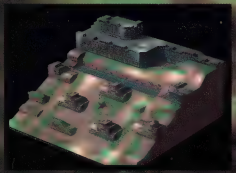
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-4
Earliest Opportunity to Enter: Chapter 2
Treasure Chest(s):
1. Urn (V:14 H:37)
Hidden Items:
1. Dirtball (V:2 H:37)

Once you've found Map-4 in Killea Bog (at coordinates V:11 H:18), you can enter the graveyard that is Fortuna. The best time to do this is during the midnight hours (10:30 to midnight), because that's when you'll be able to pick up one of the prisms for the Vandal Hearts sub-quest. Just check the time on the sundial-esque clock in the upper right-hand corner of the world map screen before you enter the battle. Between 10:30 and midnight, the map is shrouded in darkness, further emphasizing the spooky graveyard feel.

Expect to find mostly troops on this map traveling in bands of three to four (usually two swordsmen, one archer, and a mage). Because your insertion point is determined by the area you enter from (either Killea Bog or Byron Manor), be sure to arrange your party in a formation befitting the task ahead. You'll find this map a cinch if you proceed slowly as a group, taking on bands of enemy units as you come across them. When the enemy forces have been reduced by about half, send your designated treasure-getter ahead to grab both the contents of the chest on the wall and the mysterious Dirtball from the grave at V:2 H:37. Be sure to use the bulk of your force to lure any lingering forces away from the grave, while your other character(s) gain an approach.

Hidden Map 7: Goldfinch





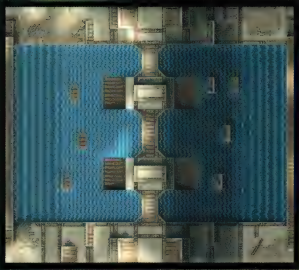
BATTLE STATS

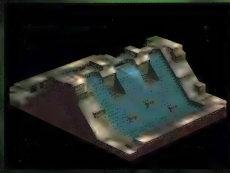
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-5
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. Berserka (V:8 H:30)
2. Spatula (V:5 H:30)
Hidden Items:
1. Magerobe (V:31 H:20)

Map-5 can be found during Battle #48 in a treasure chest at coordinates V:22 H:10. To get there quickly, have the Double Block skill equipped! If you miss it, return to Gardeau later during a Free Battle.

Goldfinch is the lost palace and you start outside the building's defenses. The treasure is well-guarded inside the castle grounds itself, so be careful as you make your way up the hill and over the moat to the palace walls. Your greatest danger comes from the archers defending the palace itself. Their lofty perches give them enough altitude to strike most targets around the moat. Don't get swamped by the three groups of enemy units assigned to the field itself. It's very easy to lose party members when these groups overlap.

Hidden Map 8: The Rock





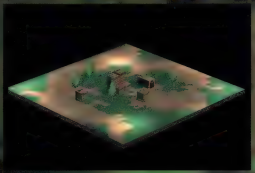
BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-6
Earliest Opportunity to Enter: Chapter 2
Treasure Chest(s):
1. *Iron-Fan (V:29 H:16)*
2. *Puggio (V:11 H:15)*

Hidden Items: N/A

Return to the Tehapi Dunes during a Free Battle and you'll find Map-8 at coordinates V:10 H:17. Once again, your route determines which side of the field you start out on. Expect fewer enemies than in other Hidden Map areas (seven this time!), but the difficult terrain makes up the difference. Of the two treasure boxes, the one containing the Iron-Fan is conceivably the most valuable.

Hidden Map 9: Rainbow Level 1



BATTLE STATS

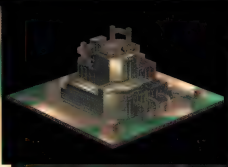
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-7
Earliest Opportunity to Enter: Chapter 3
Treasure Chest(s):
1. *Joule (V:12 H:16)*

Hidden Items:
1. *S-Cape (V:0 H:19)*
3. *Plan-1 (V:12 H:9)*

The map for Rainbow is located on the Erawaga Falls battlefield at coordinates V:5 H:24. You can grab this either during Battle #38 or during a Free Battle. Rainbow is an unusual place. At first glance it is a field barren except for empty crates and enemy units. Completing this battle is pretty easy. The real trick is finding the key to let you continue through the remaining three layers of this battlefield.

The secret behind Rainbow is that is the construction grounds for a heavenly spire. To get to the next "level," you have to find the Plans hidden on the battlefield. Plan-1 can be found on the crate at V:12 H:9.

Hidden Map 10: Rainbow Level 2



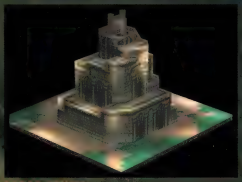
BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Plan-1
Earliest Opportunity to Enter: Chapter 3
Treasure Chest(s):
1. Dolmite (V:7 H:9)
2. Plan-2 (V:19 H:5)
Hidden Items:
1. S-Cape (V:0 H:19)

Once you've acquired Plan-1 and cleared Rainbow Level 1, save your game and re-enter the Rainbow battlefield. You'll see that construction has progressed in your absence and that the first floor and a half of the tower is now built.

The first thing you notice (besides the huge structure taking up most of the battle map) is that there is only one spell caster (outfitted with a healing type of spell). This makes your battle easier, but you still have to work to get to the treasures of this area. Look for the two treasure chests—one contains the crucial Plan-2!

Hidden Map 11: Rainbow Level 3

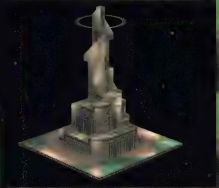


BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Plan-2
Earliest Opportunity to Enter: Chapter 3
Treasure Chest(s):
1. Plan-3 (V:10 H:9)
Hidden Items:
1. S-Cape (V:0 H:19)

The third stage of Rainbow contains a completed fortress and a partially constructed lookout. The treasure chest with the plan for the next segment is located (naturally) at the very top of the tower. Use Blockmake and Double Block to increase your climbing speed. Expect to use plenty of magic to take the enemy units down.

Hidden Map 12: Rainbow Level 4

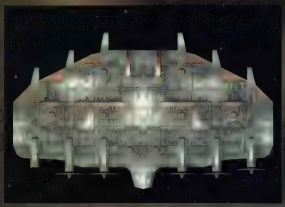


BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Plan-3
Earliest Opportunity to Enter: Chapter 3
Treasure Chest(s):
1. Killer Shield (V:8 H:7)
Hidden Items:
1. Clay (V:9 H:9)
2. S-Cape (V:0 H:10)

The final level of Rainbow is much like the last one you visited, except now the structure is complete. The object of your search, the Clay, is hidden at the top of the spire. Once again, skills like Double Block and Blockmake speed your rate of ascent. The arrangement of the enemy is similar to Level 3, so use the same techniques you used then. Just be very careful! The troops near the top of the tower are versed in magic and are tough to lure down from their posts.

Hidden Map 13: Octopus



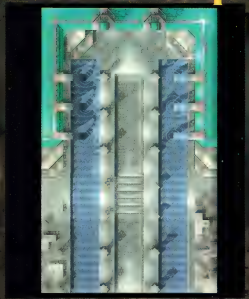
BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-8
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s): N/A
Hidden Items:
1. Goblin Shield (V:24 H:3)
2. Ogre-rod (V:5 H:3)

To get Map-8, you must first visit the tavern in Kiskana City. Inside you'll meet a middle-aged man whom Joshua recognizes as Professor Darius, an old scholar friend. After a discussion, he'll give you Map-8. Try to do this at the same time that you scour the bars for Daniel in the Final Chapter.

The battle at Octopus takes place on top of a giant bat-shaped bomber. Prof. Darius meets you there and shows you around. However, when Lira flicks the wrong switch, the ship takes off and the battle begins! To win, you must defeat all of the Howitzer ports on the top of the ship. They wear heavy armor and shoot out cannonballs with a large range. Be careful not to get caught in their fire! This battle isn't really that difficult and may be one of the shortest in the game (two to three turns). The turrets are not that difficult to destroy and you can almost assign troops at a ratio of 1:1.

Hidden Map 14: Museus

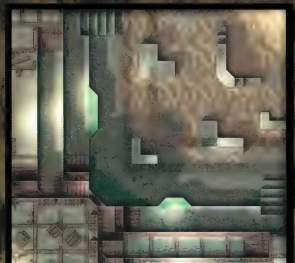


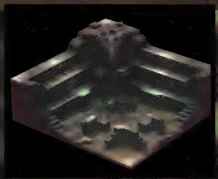
BATTLE START
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-9
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. *Bravo Bell (V:23 H:27)*
2. *Ogre-rod (V:0 H:27)*

Hidden Items:
1. *L-Mach (V:2 H:11)*

To get Map-9 you'll have to travel through the lost city of Cyclops (Hidden Map #2) first. This map is well hidden at coordinates V:16 H:21. Museus is a beautiful temple with gleaming columns and gushing waterfalls. If you enter from Tehapi Dunes, you'll find yourself deep inside the structure at a slight height advantage. Watch out for the archers on the roof of the temple. The best way to counter them is to get a couple of your own troops up there as soon as possible. The best treasure is on the western side of the temple.

Hidden Map 15: Commandia





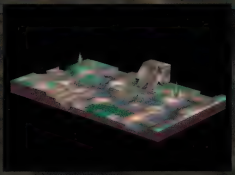
BATTLE START
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-10
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. *Gold-Bat (V:19 H:3)*

Hidden Items:
1. *Dumbbell (V:24 H:24)*
2. *Gravi-X (V:14 H:14)*

Map-10 is found in the drained channels of the Killaba Swamp (a.k.a. Hidden Map #2). You'll need the Plug to access this. The map is located at coordinates V:8 H:21.

Commandia is a hidden fortress filled with many monsters and almost impossible obstacles! If you enter from Mizour Village, you'll be on the top tier of the fortress, with all of the treasure beneath you. The advantage to this starting position is that it gives you instant access to most of the enemy units–especially if you have several archers in your party. Entering from Randahl Plain puts you at the opposite corner on the dirt-covered ground inside the fort. While you'll have quick access to the hidden treasures (which are awkward and heavy), you have to spend a lot of time baiting the enemies so that they'll come down and join you. The skill Blockmake comes in very handy for scaling the walls! Try to balance out your party so that you can easily split it into two strong teams!

Hidden Map 16: Jackblade

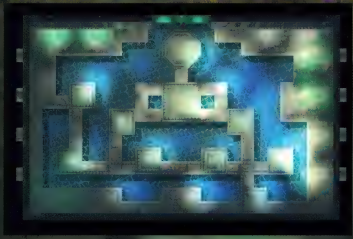


BATTLE STATS
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-11
Earliest Opportunity to Enter: Chapter 1
Treasure Chest(s):
1. Goblin Shield (V:30 H:38)
2. Pole-Ax (V:1 H:38)
Hidden Items: N/A

You can pick up Map-11 inside the Mining Prison either during Battle #17 or during a Free Battle. You need Winged Armor to reach it, so come prepared! The coordinates are V:13 H:20.

Jackblade is unlike any other map in that you get to position your characters anywhere on the battlefield at the start of the battle. My suggestion is to head to the top of the incline and prepare to take out the two monsters stationed there in the first round. This position also gives any archers in your party a great advantage. However, if you want a more challenging battle, feel free to start at the bottom of the hill. The monsters are more plentiful and the steep slant of the battlefield puts you at a unique disadvantage.

Hidden Map 17: Queenia

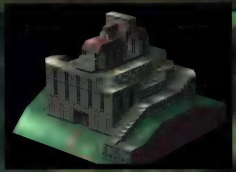


BATTLE STATS
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-12
Earliest Opportunity to Enter: Chapter 2

Treasure Chest(s):
1. Rebelrod (V:12 H:13)
2. Hi-Herb (V:4 H:9)
3. Graver (V:9 H:8)
4. Hi-Herb (V:15 H:8)
5. Hi-Herb (V:17 H:4)
6. Hi-Herb (V:10 H:4)
7. Hi-Herb (V:4 H:5)
Hidden Items: N/A

The map needed to enter this area is hidden on top of Kutao Mountain at coordinates (V:11 H:11). Inside the lost royal treasury are seven treasure chests filled with a variety of mediocre items (mostly Hi-Herbs). The main treasure is the Rebelrod found at V:12 H:13. You can grab this easily from the entrance point with a winged character. Defeating the rest of the monsters is pretty easy if you keep everyone together and take advantage of the narrow walkways. Remember, you have to get rid of the treasure chests before you can continue down the passageways to block. Neither you–nor the enemy–can get past their bulk.

Hidden Map 18: Kingrand



BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-13
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. Burnier (V:9 H:11)
2. Psybell (V:14 H:9)

Hidden Items:
1. A-Magic (V:16 H:20)
2. R-Metal (V:14 H:15)

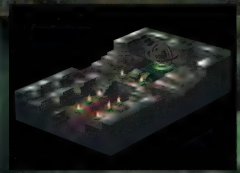
To get Map-13, check out coordinates V:19 H:25 on the Pazo Forest battlefield. You can do this during Battle #42 or later in a Free Battle.

Kingrand is an ancient bell tower, tall and lofty. Expect to see the stairway that spirals around the whole building well-guarded by flying archers. These troops can easily decimate your forces before you even reach the foot of the stairs. Use the Blockmake technique liberally to give you a step up on the competition.

To give yourself at least one advantage, enter the battlefield from Yuggor instead of Mastha Canyon. The point of insertion from Yuggor sets you at the foot of the staircase while Mastha Canyon's entrance is in a back corner, surrounded by enemies!

There's lots of great treasure to be found here–especially hidden on the top of the bell tower itself. Be sure to grab the Burnier spear from the chest on the grounds of the tower before you begin your ascent!

Hidden Map 19: Fortissa



BATTLE STATS

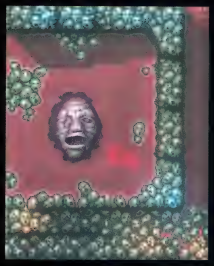
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-14
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s):
1. Lewis-1 (V:12 H:36)
2. Spatula (V:11 H:36)

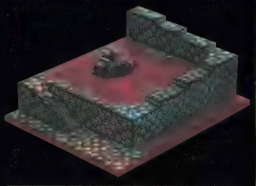
Hidden Items:
1. S-Metal (V:12 H:21 or V:11 H:21 or V:12 H:20 or V:11 H:20)

Map-14, which leads you here, is found during Battle #44 at coordinates V:6 H:14. You can grab it during the storyline battle or during a Free Battle. Fortissa is home to a variety of treasure, including the coveted pair of S-Metal. Unfortunately its hiding place is determined randomly, so visit the four sets of coordinates listed above until it is revealed.

Regardless of how you enter, your insertion point is at the foot of a grand hallway/staircase. To get to the treasure chests, you must take on all enemies as you make your way to the opposite end of the battlefield. There are no healing mages, but many other types of spell casters. Be careful not to group your army too much.

Hidden Map 20: Zero





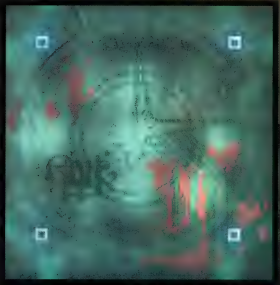
BATTLE STATS

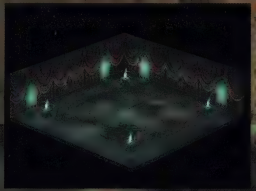
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: Map-0
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s): N/A
Hidden Items:
1. *Mudball (V:15 H:19)*
2. *0-Mirror (V:1 H:14)*

To get the coordinates of Map-0 you can cheat and look at the treasure list for Battle #33 or you can do it the right way. Three letters are hidden in various places which, when put together, lead you to the location of Map-0. You can find them at the following spots: Letter-1: Hidden Map 36: Fortissa (V:12 H:36); Letter-2: Battle #47 (V:22 H:0); Letter-3: Battle #50 (V:9 H:36).

The battlefield of Zero was constructed out of blood and skulls, and a giant face breathes in the middle of the gore. Kill off most of the monsters before sending a winged treasure hunter to find the two big treasures of this battlefield. First is the Mudball, hidden in the NE corner of the map. Also important is the 0-Mirror, which is the key to the second phase of this map, the Mirror Room.

Hidden Map 21: Zero, Part 2





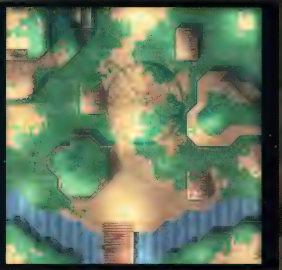
BATTLE STATS

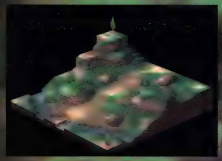
Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: 0-Mirror
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s): N/A
Hidden Items:
1. *Evildoll (V:6 H:15)*
2. *Textbook (V:12 H:8)*

To enter Zero's mirror room, first find the 0-Mirror in Zero (V:1 H:14), then equip it on one of your companions. The entrance point on the world map screen changes to "Mirror Room" once you've done that.

Your enemies for this battle are, appropriately enough, mirrored images of your own army. Your best bet is to get rid of all of your characters' really powerful spells and just leave them with the bare minimum. Remember that your strengths will be the enemies, too—but so are your weaknesses. Good luck getting through this battle!

Hidden Map 22: Rosace Hill





BATTLE STATS

Victory: Defeat all enemies
Defeat: Death of Hero
Entrance Requirements: All 14 Maps
Earliest Opportunity to Enter: Final Chapter
Treasure Chest(s): N/A

Hidden Items:
1. Hint-1 (V:22 H:22)
2. Clod (V:13 H:15 or V:11 H:15 or V:13 H:14 or V:12 H:14)

Once you've collected all 14 of the maps, the treasures found on the Rosace Hill battlefield change slightly. In the middle of the field is a large, shallow crater marked with a mysterious seal. Check the four corners and in one of them you'll find the last prism for the Vandal Hearts sword! This battle should be a snap compared to some you've endured!

Steps to Obtaining the Vandal Hearts Sword

The most powerful weapon in the game is a sword known as Vandal Hearts. To get this wondrous weapon, you must travel far in search of the missing prisms. If you collect all seven of these prisms, you can use them to forge this ancient and deadly sword. You must do all of this before Battle #58 for it to count toward the best endings (see following sections).

1. Find the Mysterious Clods of Earth

Seven of the Hidden Maps are home to strange lumps of dirt. Your quest for Vandal Hearts begins with the search for these innocent-looking dirtballs. Their locations are as follows:

NAME	MAP	COORDINATES
Dirtball (E-Prism)	Hidden Map #6: Fortuna	V:2 H:37
Clump (L-Prism)	Hidden Map #5: Triangle	V:3 H:3
Dustball (C-Prism)	Daboll Mountain (Free Battle map)	V:12 H:13
Lump (N-Prism)	Hidden Map #2: Killaba Swamps	V:16 H:19
Clay (A-Prism)	Hidden Map #12: Rainbow Level 4	V:9 H:9
Mudball (H-Prism)	Hidden Map #20: Zero	V:9 H:9
Clod (M-Prism)	Hidden Map #22: Rosace Hill	V:13 H:15 or V:11 H:15 or V:13 H:14 or V:12 H:14

2. Change the Lumps of Dirt into Prisms

Examine these pieces of soil once you have them in your inventory by selecting one and pressing ▲. From the grime a sparkling prism will emerge. You must do this to all seven prisms before you can move onto the final step!

3. Get the Sword

Once you've uncovered all seven prisms, head over to the Lugusta Ruins. The gates into the ruins open at the presence of the seven prisms. Enter and a hologram of St. Nirvath appears to explain the mysteries of a past age. At the end, he gives you the mighty sword, Vandal Hearts.

Vandal Hearts is easily the most powerful weapon in the game. Besides the fact that it increases your Agility 99 points and is considerably lighter than many of the other swords, it also has the ability to cut enemies down in one blow (if you attack from the rear)! Its default technique, Pandorabox, allows all of the units on the battlefield to move twice in one round.

The Endings Riddle

There are six different endings to Vandal Hearts 2. To get the best (or just to figure out ahead of time which ending you're going to receive) check the flowchart below!

Decision One

In Chapter 3, after Battle #22, Adele and Hero are thrown together by a bomb blast. When given the opportunity to explain the death of Lord Kossimo, what do you do?

A. Make amends or *B. Make excuses*

Decision Two

After finishing Battle #44 at the Lugusta Ruins, Clive and Hero discuss Rosaly's fate of. When Clive asks Hero whether or not he will take care of Rosaly should anything happen to him, do you respond:

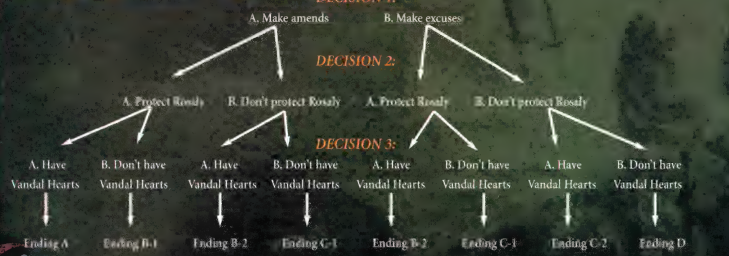
A. OK. I'll protect her or *B. You protect her*

Decision Three

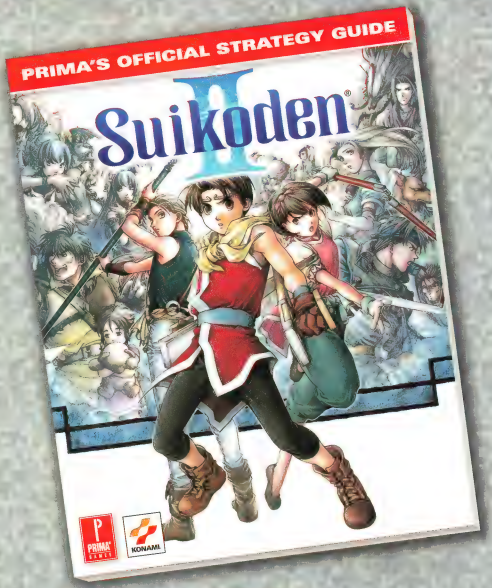
Good things await if you decide to enter Natra Palace in Battle #50 with the Vandal Hearts sword. This means that you have to complete all of the tasks necessary to obtain it before participating in Battle #50. This optional quest may take you up to 20 or more extra hours, so...do you enter Natra Palace:

A. With the Vandal Hearts sword? or B. Without the Vandal Hearts sword?

Flowchart of Endings



Which endings have you seen?



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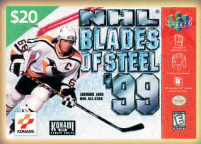

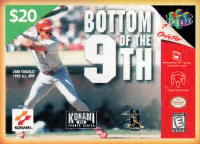

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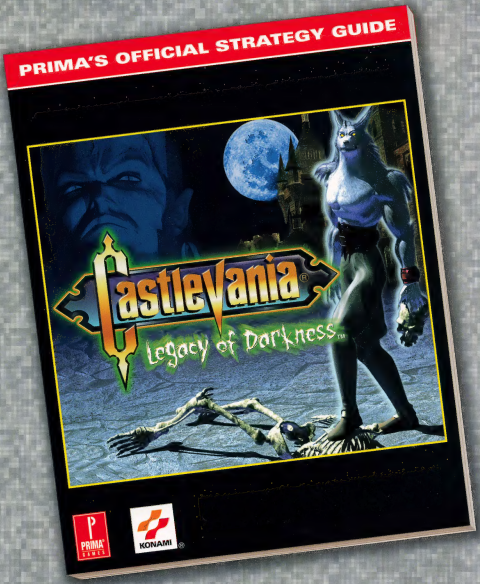

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